UDON
MARVEL
VS.
CAPCOM
OFFICIAL COMPLETE WORKS

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OFFICIAL COMPLETE WORKS

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MARVEL VS CAPCOM!

Just the mere mention of either of these industry giants excites the imaginations of two forever-intertwined fandoms. Marvel's more than 70-year-old comic book universe is filled with some of the most incredible and relatable heroes and villains of any medium. By the same token, for nearly 30 years, Capcom has being creating memorable and engaging video games filled with a plethora of unique characters. The collision of these two universes has been one of the most epic crossovers ever realized.

Capcom's relationship with Marvel began in 1993 with the release of ***THE PUNISHER***, a beat 'em up game based on the comic series. Soon after, Capcom created their first Marvel-based fighting game, ***X-MEN: CHILDREN OF THE ATOM***. But it was their next game, ***MARVEL SUPER HEROES***, that expanded the character roster to the larger Marvel universe.

The year 1996 saw the arrival of a crucial moment in fighting game history when Capcom released ***X-MEN VS. STREET FIGHTER***, mixing tag team tactics with Street Fighter-style combat! The two universes had finally crossed over for the first time, igniting an all-new kind of excitement in fighting game fans. The smash hit was followed by ***MARVEL SUPER HEROES VS. STREET FIGHTER***, and eventually 1998's ***MARVEL VS. CAPCOM***, which let Capcom characters other than the World Warriors get in on the action for the first time. The sprite-based games in the series culminated in the year 2000 with the release of ***MARVEL VS. CAPCOM 2***, which featured a whopping 56 playable characters from the two universes. It would be quite a while before the series saw its next evolution, but in 2011 Capcom finally released ***MARVEL VS. CAPCOM 3***, introducing 3D graphics to the series while still maintaining the 2D fighting style that fans love.

For the crew here at UDON, no two companies have been more important to our studio's history. Our first professional gig as an art house saw us illustrating promotional comics for Marvel's *X-Men Evolution* animated series. This led to more work on comic series like *Uncanny X-Men, Deadpool, Sentinel,* and many more, starting us off on the journey to becoming a respected creative services studio. Not too long after we started working with Marvel, UDON Chief Erik Ko struck a deal with Capcom to produce original *Street Fighter* comics. After the comics' successful launch, we picked up other Capcom comic licenses, and eventually began translating and publishing manga and video game art books from Japan. Today our company has over 120 titles to its name, and that number is growing every month.

As with any Capcom or Marvel project, you can rest assured that dynamic artwork will always be part of the picture, and the *Marvel vs. Capcom* series is certainly no exception. This collection gathers material from Capcom's very first Marvel game all the way up to today's *Marvel vs. Capcom 3*, so sit back, relax, and enjoy taking in two decades worth of fantastic art!

MATT MOYLAN
Managing Editor
UDON Entertainment

MARVEL VS CAPCOM: OFFICIAL COMPLETE WORKS
TRIBUTE GALLERY
ALVIN LEE

RYAN ODAGAWA
(GEN13, RESIDENT EVIL, MARVEL ADVENTURES)

ADAM WARREN WITH ROBAATO (COLORS)
(EMPOWERED, DIRTY PAIR, IRON MAN, LIVEWIRES)

JOE NG WITH GENZOMAN(COLORS)
(STREET FIGHTER IV, TRANSFORMERS, SOUL CALIBUR)

DAX GORDINE
(BRAVOMAN, CURIOUS GEORGE)

ROBERT PORTER (ROBAATO)
(MEGA MAN TRIBUTE)

SAEJIN OH
(WARCRAFT, STARCRAFT, SKULLKICKERS)

LONG VO
(STREET FIGHTER, X-MEN EVOLUTION, ROBOTECH)

JOE VRIENS
(DARKSTALKERS, STREET FIGHTER, MARVEL VS CAPCOM 2)

ERIC VEDDER
(DARKSTALKERS, AARDEHN)

DEREK LAUFMAN
(THE BLOCKS COMETH)

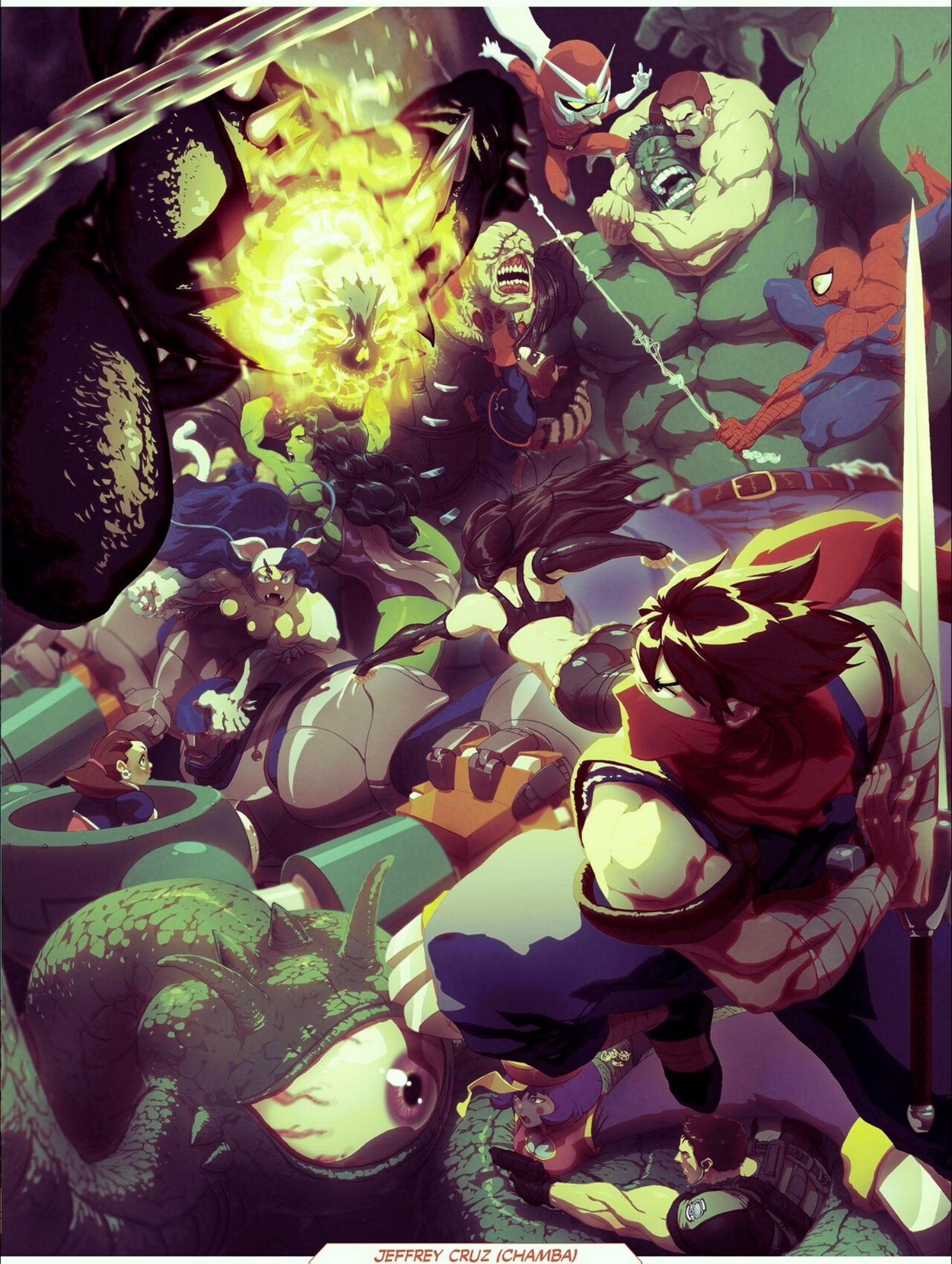
DJ WELCH
(MEGA MAN TRIBUTE)

EDWIN HUANG
(SKULLKICKERS, STREET FIGHTER)

TAKESHI MIYAZAWA
(MARY JANE, RUNAWAYS, LOST PLANET

GONZALO ORDONEZ (GENZOMAN)
(WARCRAFT, CLASH OF THE TITANS, STREET FIGHTER)

TRADD MOORE WITH ROBAATO (COLORS)
(THE STRANGE TALENT OF LUTHOR STRODE)



JEFFREY CRUZ (CHAMBA)
(STREET FIGHTER, RANDOMVEUS)

MARVEL VS CAPCOM: OFFICIAL COMPLETE WORKS
KEY VISUALS / PINUPS

■ THE PUNISHER - *PROMOTIONAL ART*

■ ARTIST: ***SENSEI***

■ X-MEN: CHILDREN OF THE ATOM - *JAPANESE EDITION BOX ART*

■ ARTIST: ***AKIMAN***

■ MARVEL SUPER HEROES - *JAPANESE EDITION BOX ART*

■ ARTIST: *AKIMAN*

■ MARVEL SUPER HEROES - *PROMOTIONAL ART*

■ ARTIST: *AKIMAN*

■ MARVEL SUPER HEROES -
BOX ART (NORTH AMERICA)

■ ARTIST: *JOE MADUREIRA (PENCILS)*
TIM TOWNSEND (INKS)

■ X-MEN VS STREET FIGHTER - *MAIN ILLUSTRATION*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

■ X-MEN VS STREET FIGHTER - *CAPCOM SECRET FILE ARTWORK*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

■ MARVEL SUPER HEROES VS STREET FIGHTER - *MAIN ILLUSTRATION*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

■ MARVEL VS CAPCOM - *MAIN ILLUSTRATION*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

■ MARVEL VS CAPCOM - *PROMOTIONAL ART*

■ ARTIST: *KINU NISHIMURA*

■ MARVEL VS CAPCOM 2 - *MAIN ILLUSTRATION*

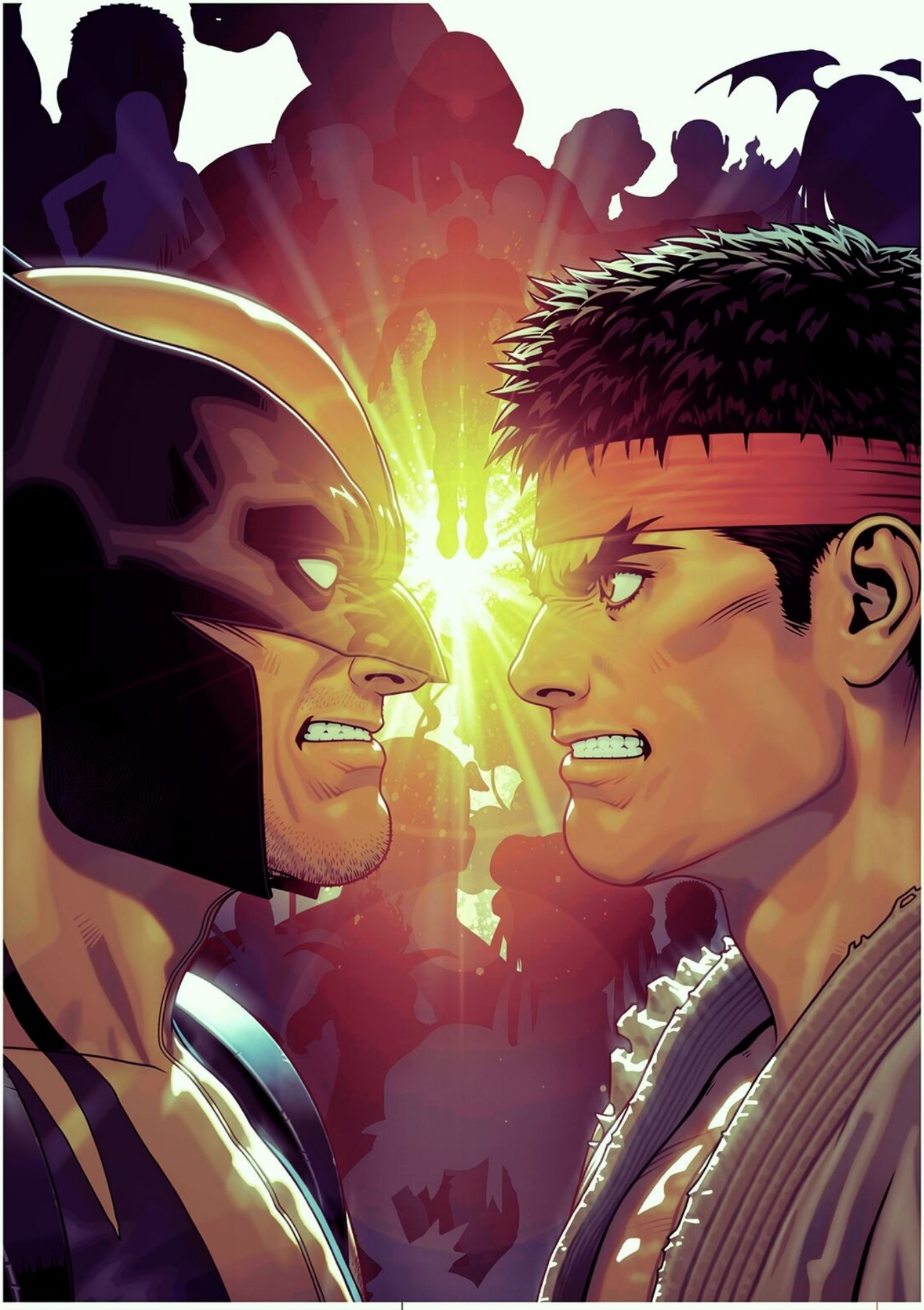
■ ARTIST: *GOUDA CHEESE (BENGUS)*

■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

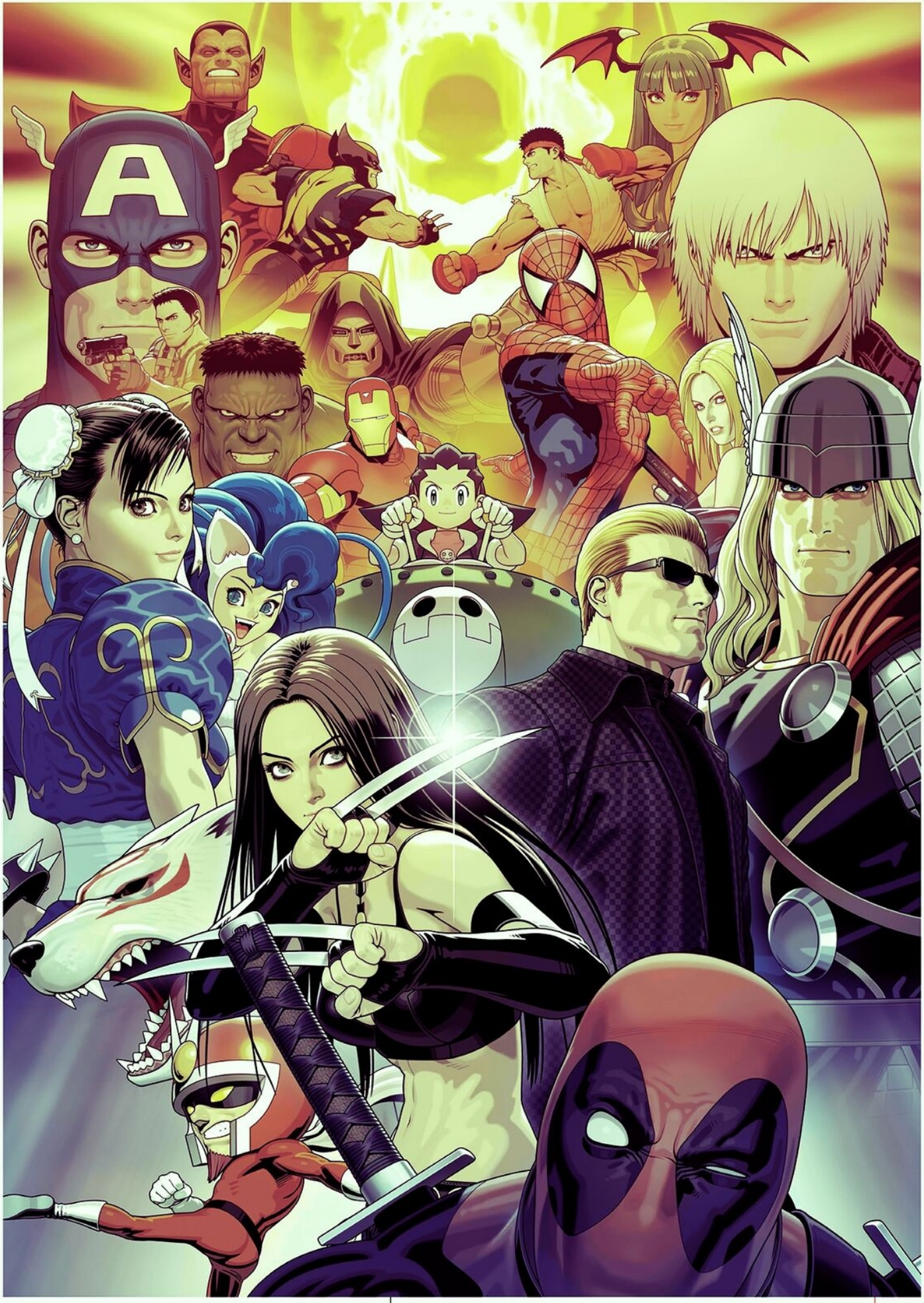


■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: ***SHINKIRO***

■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*



■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

■ ULTIMATE MARVEL VS CAPCOM 3 - *BOX ART (NORTH AMERICA)*

■ ARTIST: ***SHINKIRO***

■ ULTIMATE MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

■ ULTIMATE MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

■ ULTIMATE MARVEL VS CAPCOM 3 - *PLAYSTATION VITA VERSION PROMOTIONAL ART*

■ ARTIST: *SHINKIRO*

■ MARVEL VS CAPCOM 3 - *BOX ART (NORTH AMERICA)*

■ ARTIST: *ADI GRANOV*

■ ULTIMATE MARVEL VS CAPCOM 3 - *ALTERNATE BOX ART (NORTH AMERICA)*

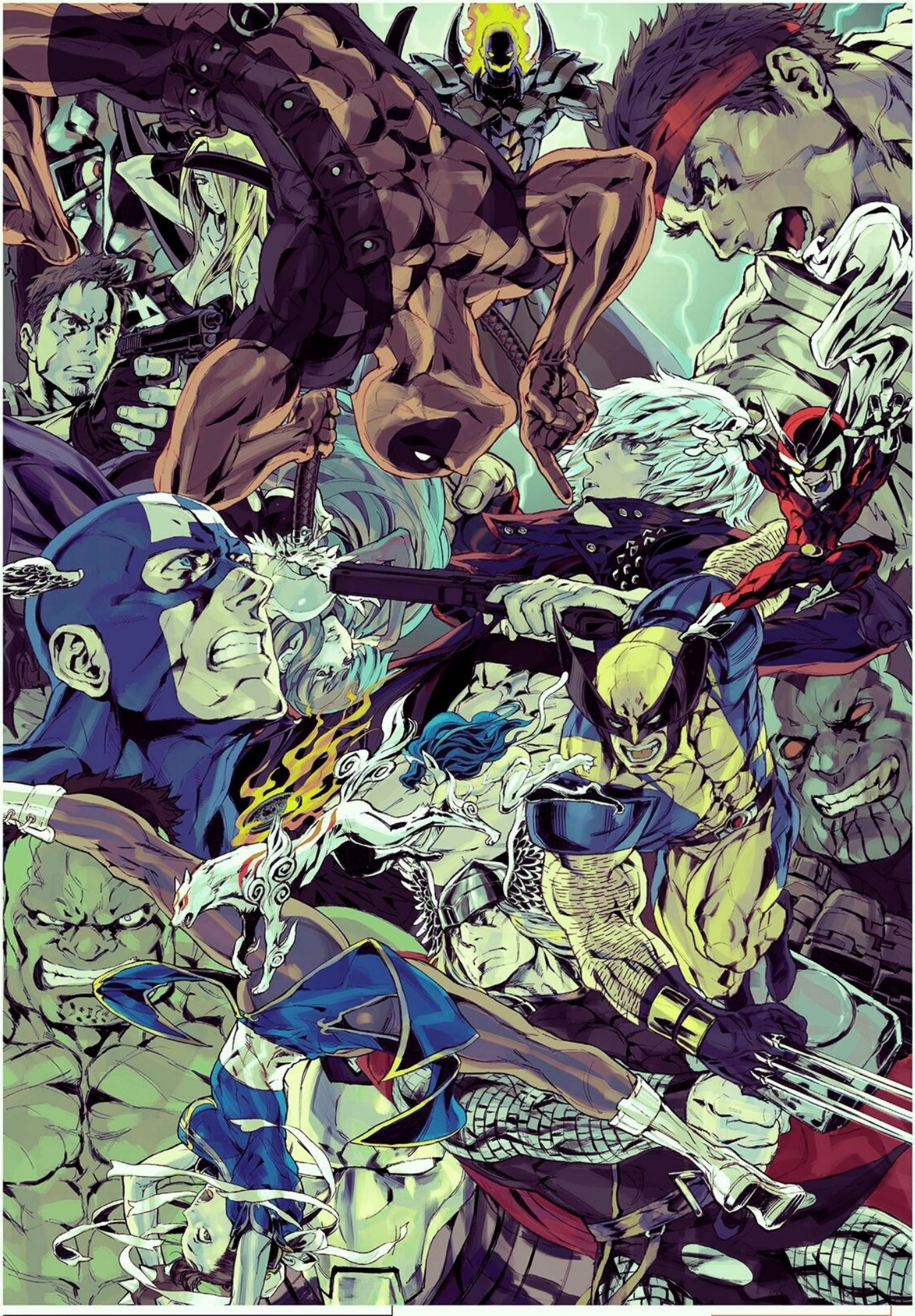
■ ARTIST: *MARK BROOKS*

■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *MIHO MORI*

■ ULTIMATE MARVEL VS CAPCOM 3 - *POSTER ART*

■ ARTIST: *YUSUKE MURATA*



■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

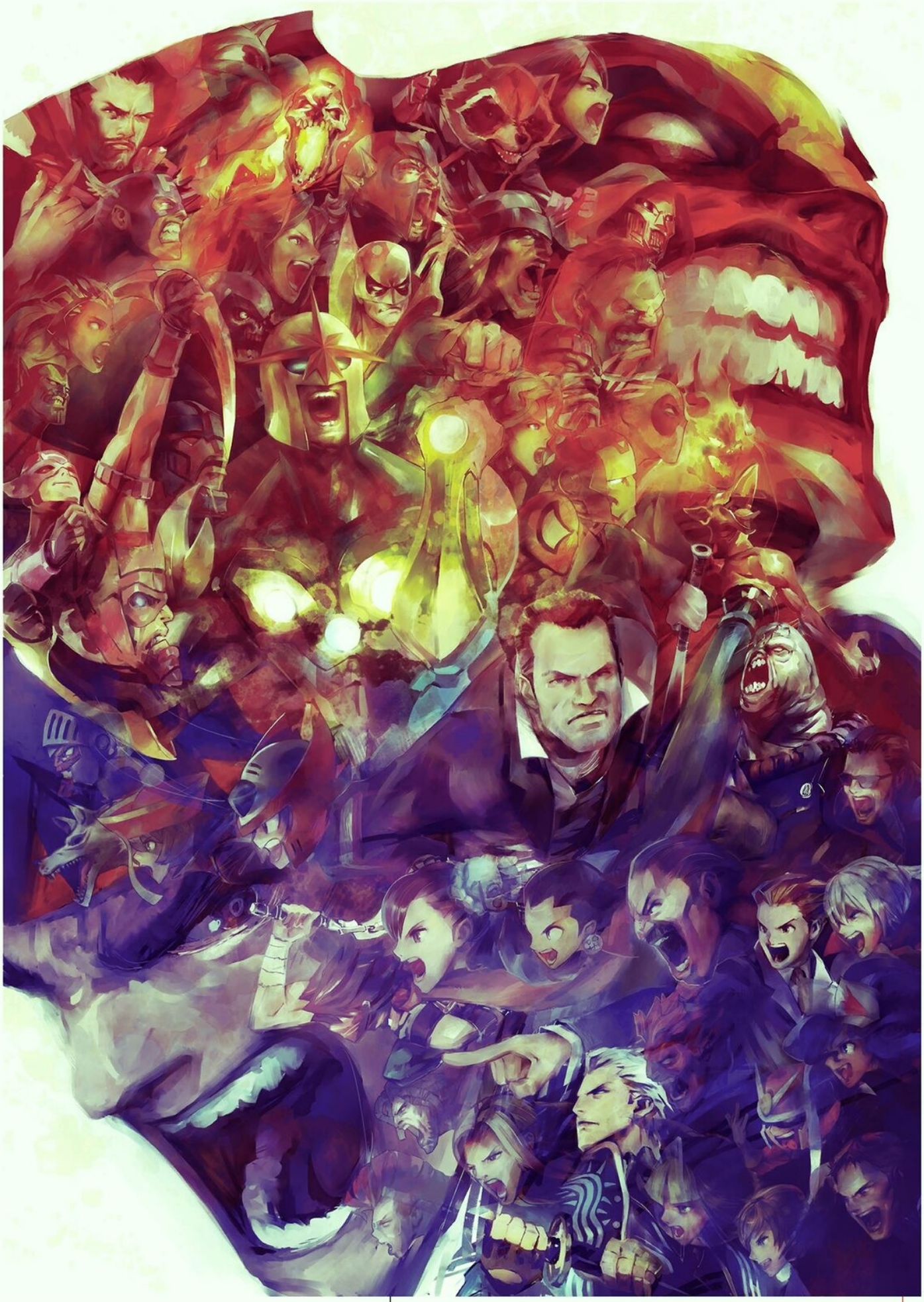
■ ARTIST: *KINU NISHIMURA*

■ ULTIMATE MARVEL VS CAPCOM 3 - *PLAYSTATION VITA VERSION PROMOTIONAL ART*

■ ARTIST: *KINU NISHIMURA*

■ MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

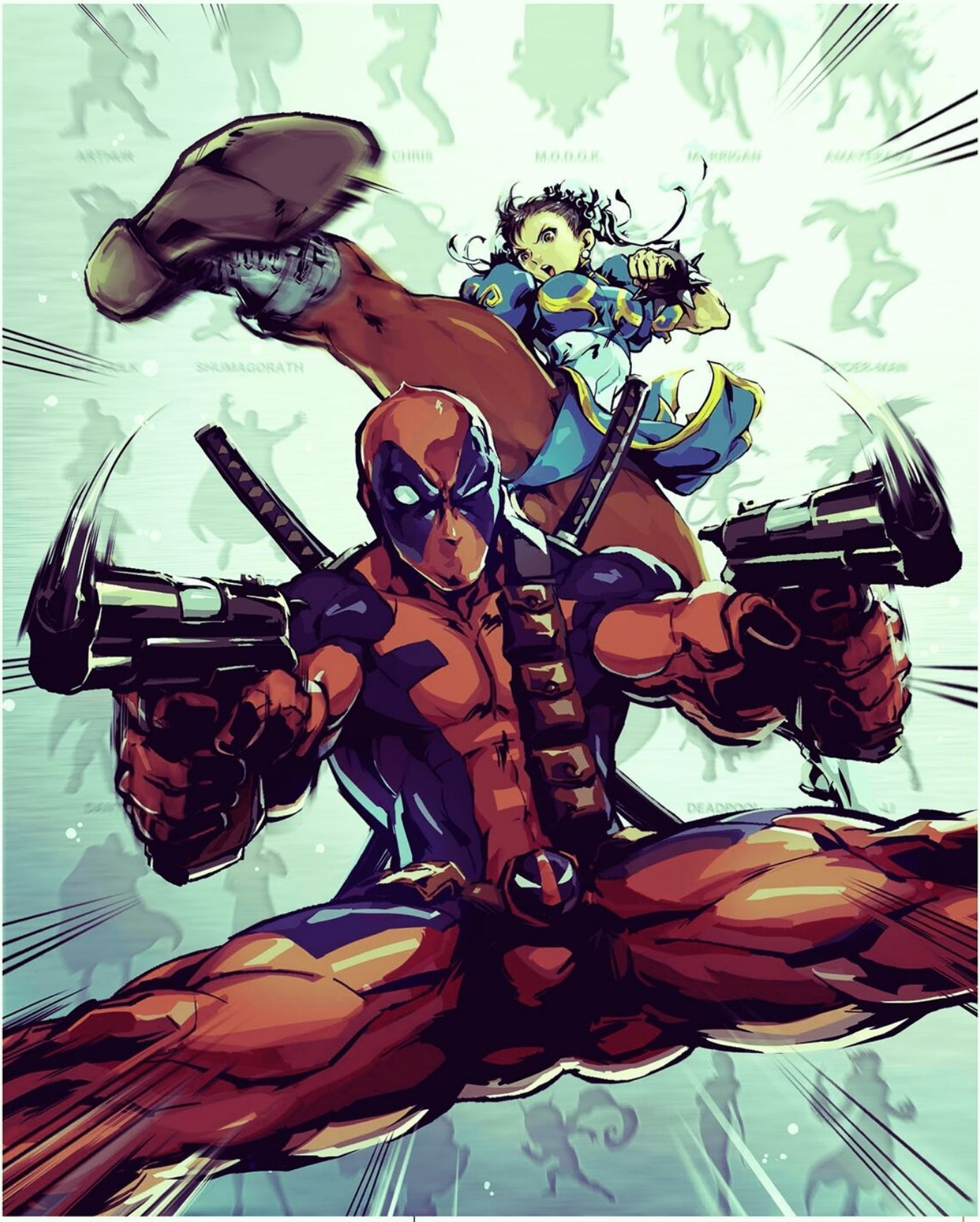


■ ULTIMATE MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

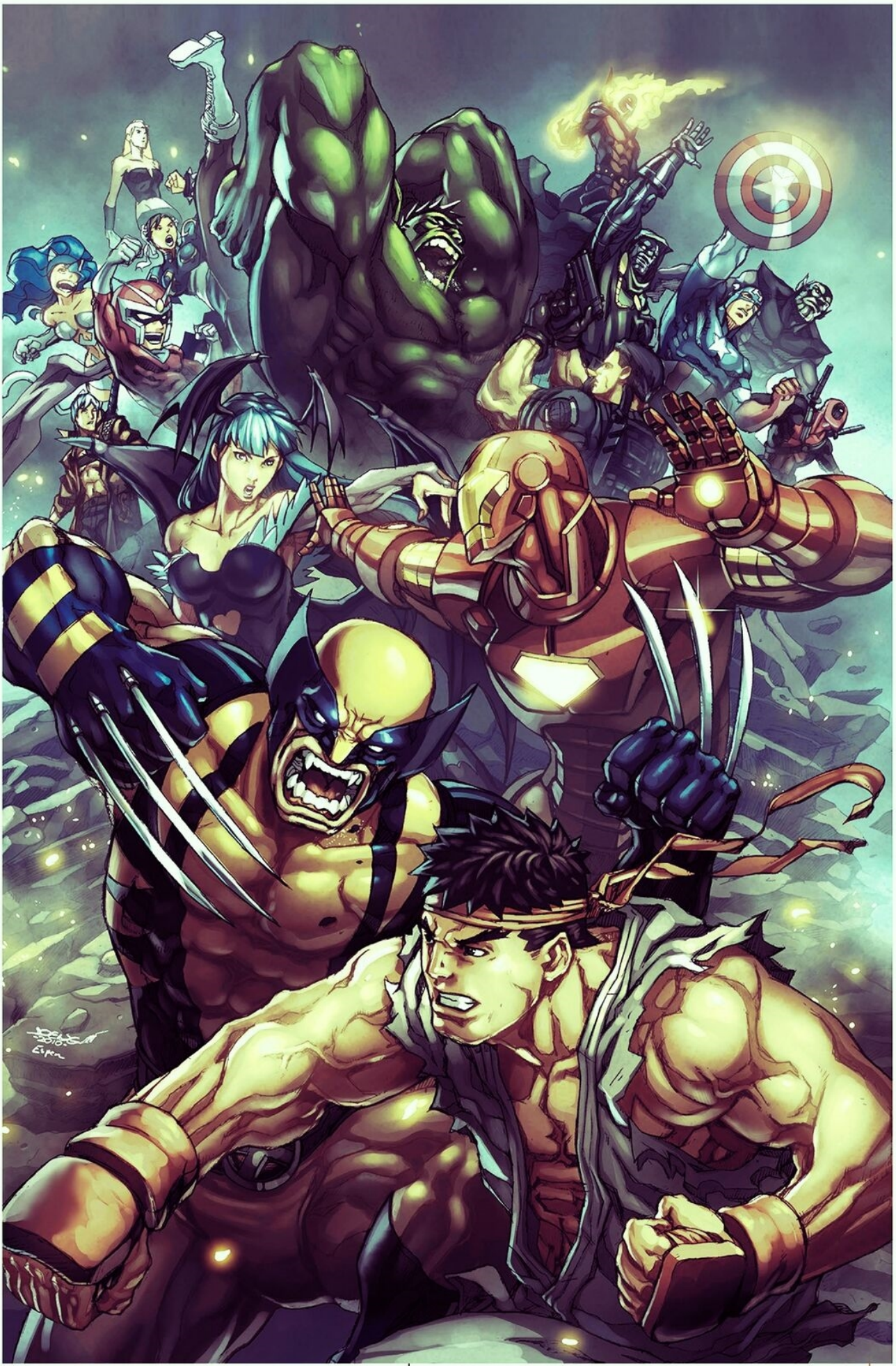
■ MARVEL VS CAPCOM 3 - *FAMITSU WAVE DVD MAGAZINE COVER*

■ ARTIST: *MIHO MORI*



■ MARVEL VS CAPCOM 3 - *FAMITSU WAVE DVD MAGAZINE COVER*

■ ARTIST: *MIHO MORI*



■ MARVEL VS CAPCOM 3 - *COLLECTOR'S EDITION BOX ART*

■ ARTIST: *JOE NG & ESPEN GRUNDETJERN*

■ MARVEL VS CAPCOM 3 - *COLLECTOR'S EDITION BOX ART*

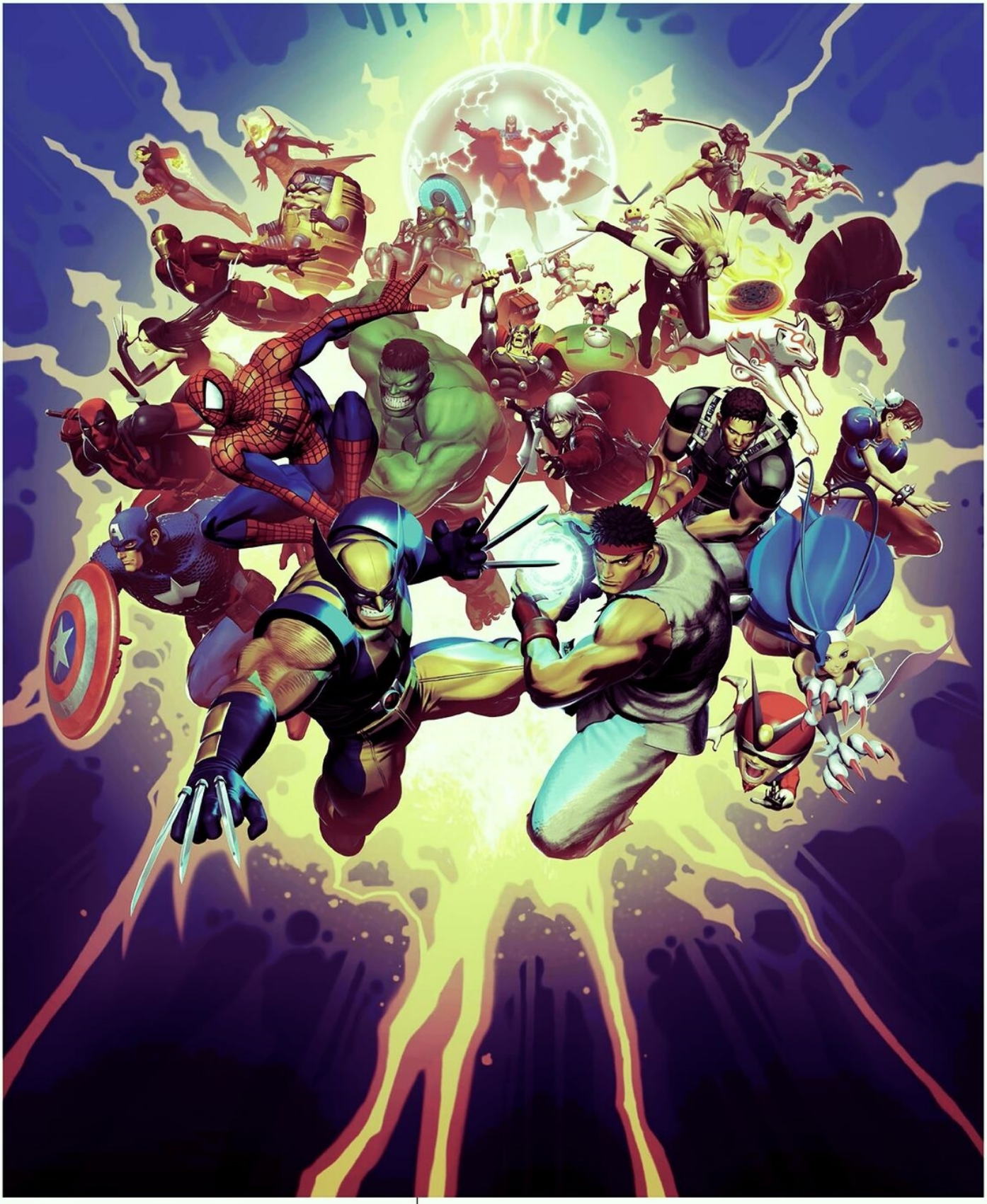
■ ARTIST: *ALVIN LEE & SAEJIN OH*

■ ULTIMATE MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *SHIGENORI KIWATA*

■ ULTIMATE MARVEL VS CAPCOM 3 - *PROMOTIONAL ART*

■ ARTIST: *FRANCESCO FRANCAVILLA*



■ MARVEL VS CAPCOM 3 - *BOX ART (JAPAN)*

■ ULTIMATE MARVEL VS CAPCOM 3 - *BOX ART (JAPAN)*

MARVEL VS CAPCOM: OFFICIAL COMPLETE WORKS
CHARACTER ARTWORK

PUNISHER

■ CHARACTER VISUAL

■ HEAD CLOSEUP

■ CHARACTER VISUAL

NICK FURY

■ HEAD CLOSEUP

■ CHARACTER VISUAL

KINGPIN

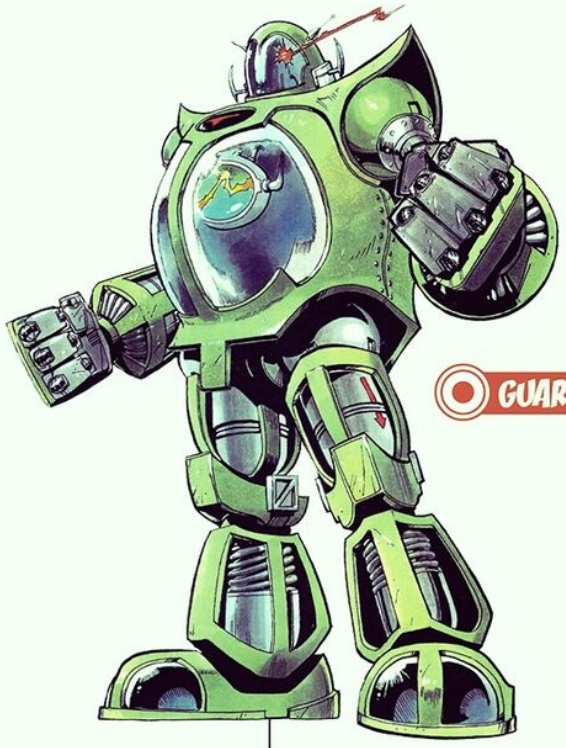
■ CHARACTER VISUAL

BUSHWACKER

■ CHARACTER VISUAL

SCULLY

■ CHARACTER VISUAL



GUARDROID

■ CHARACTER VISUAL

BONEBREAKER

■ CHARACTER VISUAL

APOCALYPSE

■ CHARACTER VISUAL

JUGGERNAUT

■ CHARACTER VISUAL

CYCLOPS

■ CHARACTER VISUAL

■ CHARACTER VISUAL

ROGUE

■ CHARACTER VISUAL

GAMBIT

AKUMA

■ CHARACTER VISUAL

CAMMY

■ CHARACTER VISUAL

■ CHARACTER VISUAL

CHARLIE

■ CHARACTER VISUAL

CHUN-LI

■ CHARACTER VISUAL

CHUN-LI (ALPHA)

STORM

■ CHARACTER VISUAL

MAGNETO

■ CHARACTER VISUAL

SABRETOOTH

■ CHARACTER VISUAL

■ CHARACTER VISUAL

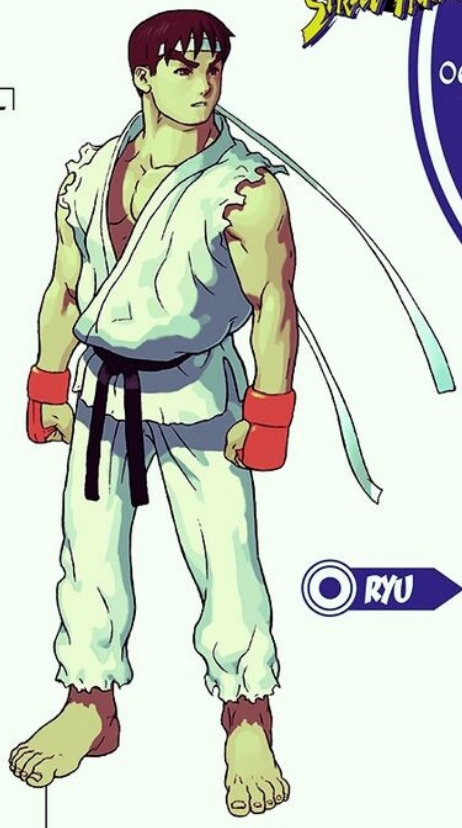
WOLVERINE

DHALSIM

■ CHARACTER VISUAL

KEN

■ CHARACTER VISUAL



RYU

■ CHARACTER VISUAL

M. BISON

■ CHARACTER VISUAL

ZANGIEF

■ CHARACTER VISUAL

BLACKHEART

■ CHARACTER VISUAL

■ CHARACTER VISUAL

CAPTAIN AMERICA

CYCLOPS

■ CHARACTER VISUAL

OMEGA RED

■ CHARACTER VISUAL

AKUMA

■ CHARACTER VISUAL

CYBER AKUMA

■ CHARACTER VISUAL

DAN

■ CHARACTER VISUAL

DHALSIM

■ CHARACTER VISUAL

CHUN-LI

■ CHARACTER VISUAL

HULK

■ CHARACTER VISUAL

■ CHARACTER VISUAL

SHUMA-GORATH

■ CHARACTER VISUAL

SPIDER-MAN

■ CHARACTER VISUAL

WOLVERINE

■ CHARACTER VISUAL

M. BISON

■ CHARACTER VISUAL

KEN

RYU

■ CHARACTER VISUAL

SAKURA

■ CHARACTER VISUAL

ZANGIEF

■ CHARACTER VISUAL

CAPTAIN AMERICA

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

GAMBIT

■ SUPER MOVE

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SELECT SCREEN

CAPTAIN COMMANDO

■ SUPER MOVE

■ VICTORY SCREEN

■ SELECT SCREEN

■ CHARACTER VISUAL

CHUN-LI

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

HULK

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SELECT SCREEN

■ SUPER MOVE

SPIDER-MAN

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

■ CHARACTER VISUAL

JIN

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

MORRIGAN

■ SUPER MOVE

■ VICTORY SCREEN

■ SELECT SCREEN

■ CHARACTER VISUAL

WAR MACHINE

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

VENOM

■ SUPER MOVE

■ VICTORY SCREEN

■ SELECT SCREEN

■ CHARACTER VISUAL

MEGA MAN

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

ROLL

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

STRIDER HIRYU

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

WOLVERINE

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

ONSLAUGHT

■ SELECT SCREEN

■ VICTORY SCREEN

■ CHARACTER VISUAL

RYU

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

■ CHARACTER VISUAL

ZANGIEF

■ CHARACTER VISUAL

■ VICTORY SCREEN

■ SUPER MOVE

■ SELECT SCREEN

BLACKHEART

■ VERSUS SCREEN

■ CHARACTER VISUAL

CABLE

■ VERSUS SCREEN

■ CHARACTER VISUAL

CAPTAIN AMERICA

■ CHARACTER VISUAL

■ VERSUS SCREEN

COLOSSUS

■ VERSUS SCREEN

■ CHARACTER VISUAL

AMINGO

■ VERSUS SCREEN

■ CHARACTER VISUAL

AKUMA

■ VERSUS SCREEN

■ CHARACTER VISUAL

ANAKARIS

■ VERSUS SCREEN

■ CHARACTER VISUAL

B.B. HOOD

■ CHARACTER VISUAL

■ VERSUS SCREEN

CYCLOPS

■ CHARACTER VISUAL

■ VERSUS SCREEN

■ VERSUS SCREEN

DOCTOR DOOM

■ CHARACTER VISUAL

■ VERSUS SCREEN

GAMBIT

■ CHARACTER VISUAL

■ VERSUS SCREEN

HULK

■ CHARACTER VISUAL

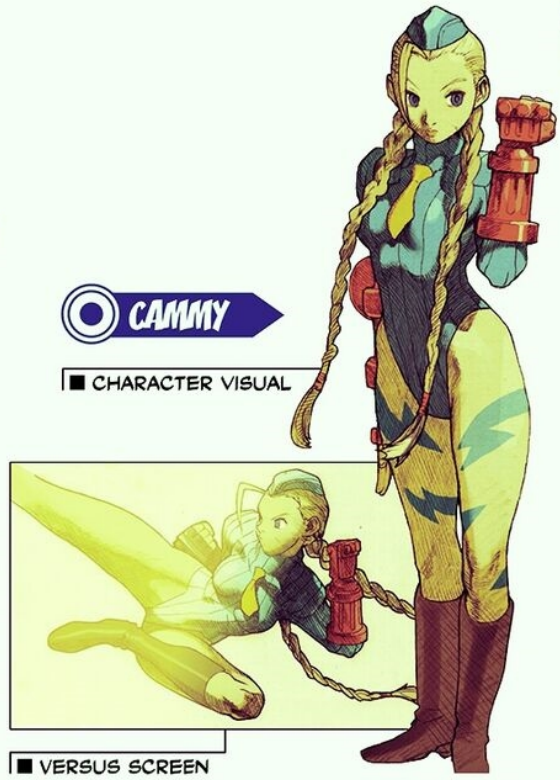
CAPTAIN COMMANDO

■ VERSUS SCREEN

■ CHARACTER VISUAL

CAMMY

■ CHARACTER VISUAL



■ VERSUS SCREEN

CHARLIE

■ VERSUS SCREEN

■ CHARACTER VISUAL

■ VERSUS SCREEN

CHUN-LI

■ CHARACTER VISUAL

ICEMAN

■ VERSUS SCREEN

■ CHARACTER VISUAL

JUGGERNAUT

■ VERSUS SCREEN

■ CHARACTER VISUAL

IRON MAN

■ VERSUS SCREEN

■ CHARACTER VISUAL

■ CHARACTER VISUAL

MAGNETO

■ VERSUS SCREEN

DHALSIM

■ CHARACTER VISUAL

■ VERSUS SCREEN

FELICIA

■ CHARACTER VISUAL

■ VERSUS SCREEN

■ VERSUS SCREEN

GUILE

■ CHARACTER VISUAL

HAYATO

■ VERSUS SCREEN

■ CHARACTER VISUAL

OMEGA RED

■ CHARACTER VISUAL

■ VERSUS SCREEN

MARROW

■ VERSUS SCREEN

■ CHARACTER VISUAL

PSYLOCKE

■ CHARACTER VISUAL

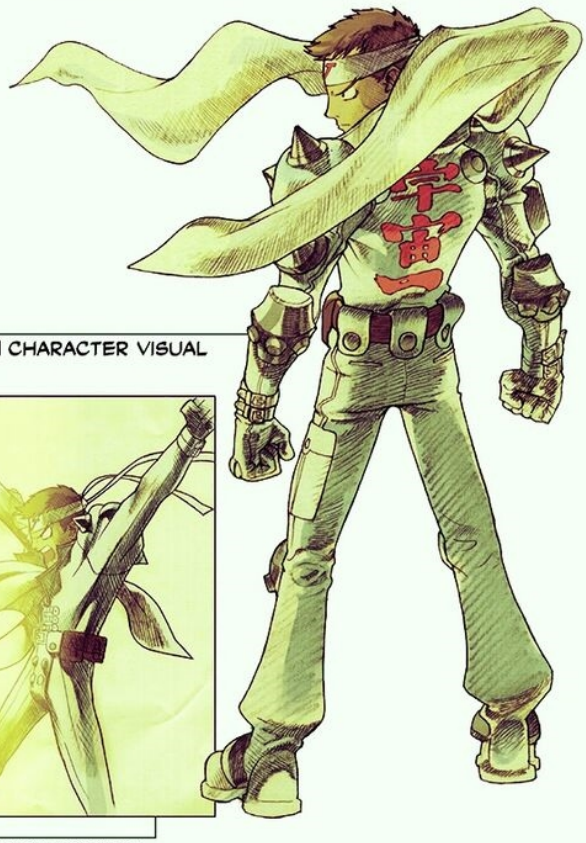
■ VERSUS SCREEN

ROGUE

■ CHARACTER VISUAL

■ VERSUS SCREEN

JIN



■ CHARACTER VISUAL

■ VERSUS SCREEN

KEN

■ CHARACTER VISUAL

■ VERSUS SCREEN

■ VERSUS SCREEN

M. BISON

■ CHARACTER VISUAL

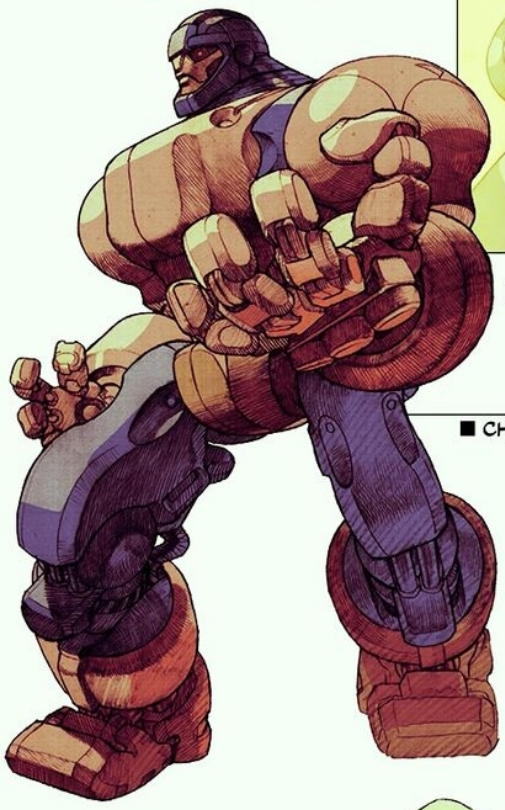
■ VERSUS SCREEN

JILL VALENTINE

■ CHARACTER VISUAL

SENTINEL

■ VERSUS SCREEN



■ CHARACTER VISUAL

■ VERSUS SCREEN

SABRETOOTH

■ CHARACTER VISUAL

SHUMA-GORATH

■ CHARACTER VISUAL

■ VERSUS SCREEN

■ CHARACTER VISUAL

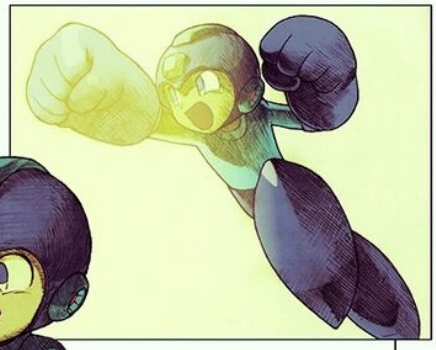
■ VERSUS SCREEN

SILVER SAMURAI

■ VERSUS SCREEN

ROLL

■ CHARACTER VISUAL



■ VERSUS SCREEN

■ CHARACTER VISUAL

MEGA MAN

■ VERSUS SCREEN

MORRIGAN

■ CHARACTER VISUAL

RUBY HEART

■ VERSUS SCREEN

■ CHARACTER VISUAL

SPIDER-MAN

■ VERSUS SCREEN

■ CHARACTER VISUAL

SPIRAL

■ VERSUS SCREEN

■ CHARACTER VISUAL

STORM

■ CHARACTER VISUAL

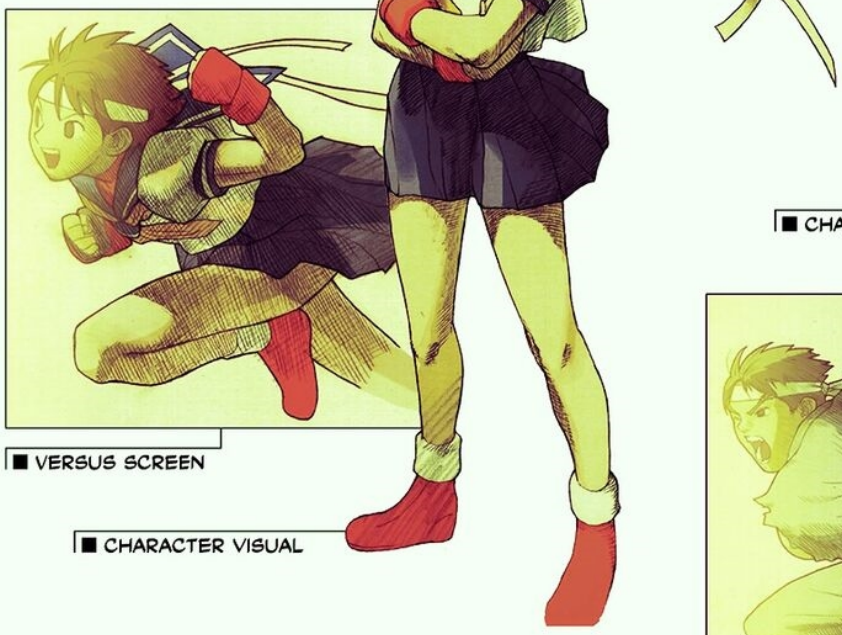
■ VERSUS SCREEN

THANOS

■ VERSUS SCREEN

■ CHARACTER VISUAL

SAKURA

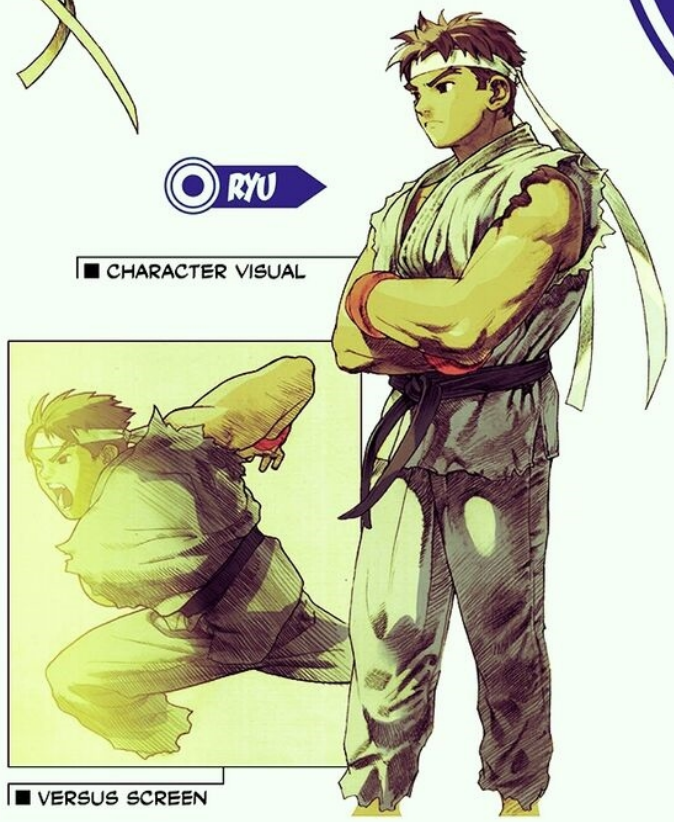


■ VERSUS SCREEN

■ CHARACTER VISUAL

RYU

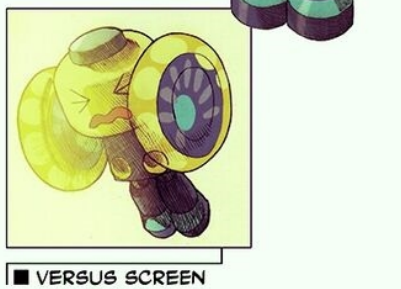
■ CHARACTER VISUAL



■ VERSUS SCREEN

SERVBOT

■ CHARACTER VISUAL



■ VERSUS SCREEN

SONSON

■ CHARACTER VISUAL

■ VERSUS SCREEN

VENOM

■ CHARACTER VISUAL

■ VERSUS SCREEN

WAR MACHINE

■ CHARACTER VISUAL

■ VERSUS SCREEN

WOLVERINE

■ VERSUS SCREEN

■ CHARACTER VISUAL

■ VERSUS SCREEN

■ CHARACTER VISUAL

WOLVERINE (BONE CLAWS)

■ VERSUS SCREEN

STRIDER HIRYU

■ CHARACTER VISUAL

■ VERSUS SCREEN

TRON BONNE

■ CHARACTER VISUAL

ZANGIEF

■ VERSUS SCREEN

■ CHARACTER VISUAL

CAPTAIN AMERICA

■ CHARACTER VISUAL

DEADPOOL

■ CHARACTER VISUAL

DOCTOR DOOM

■ CHARACTER VISUAL

DORMAMMU

■ CHARACTER VISUAL

AKUMA

■ CHARACTER VISUAL

■ CHARACTER VISUAL

AMATERASU

ARTHUR

■ CHARACTER VISUAL

■ CHARACTER VISUAL

CHRIS

M.O.D.O.K.

■ CHARACTER VISUAL

HULK

■ CHARACTER VISUAL

IRON MAN

■ CHARACTER VISUAL

GALACTUS

■ CHARACTER VISUAL

C. VIPER

■ CHARACTER VISUAL

CHUN-LI

■ CHARACTER VISUAL

■ CHARACTER VISUAL

DANTE

■ CHARACTER VISUAL

FELICIA

MAGNETO

■ CHARACTER VISUAL

PHOENIX

■ CHARACTER VISUAL

SHE-HULK

■ CHARACTER VISUAL

SENTINEL

■ CHARACTER VISUAL

HAGGAR

■ CHARACTER VISUAL

MORRIGAN

■ CHARACTER VISUAL

■ CHARACTER VISUAL

JILL

■ CHARACTER VISUAL

HSIEN-KO

STORM

■ CHARACTER VISUAL

SHUMA-GORATH

■ CHARACTER VISUAL

■ CHARACTER VISUAL

SPIDER-MAN

SUPER-SKRULL

■ CHARACTER VISUAL

RYU

■ CHARACTER VISUAL

TRON BONNE

■ CHARACTER VISUAL

■ CHARACTER VISUAL

SPENCER

TASKMASTER

■ CHARACTER VISUAL

THOR

■ CHARACTER VISUAL

WOLVERINE

■ CHARACTER VISUAL

X-23

■ CHARACTER VISUAL

ZERO

■ CHARACTER VISUAL

TRISH

■ CHARACTER VISUAL

■ CHARACTER VISUAL

WESKER

VIEWTIFUL JOE

■ CHARACTER VISUAL

DOCTOR DOOM

■ CHARACTER VISUAL

■ CHARACTER VISUAL

DOCTOR STRANGE

■ CHARACTER VISUAL

DEADPOOL

■ CHARACTER VISUAL

CAPTAIN AMERICA

DORMAMMU

■ CHARACTER VISUAL

■ CHARACTER VISUAL

ARTHUR

CHRIS

■ CHARACTER VISUAL

■ CHARACTER VISUAL

AMATERASU

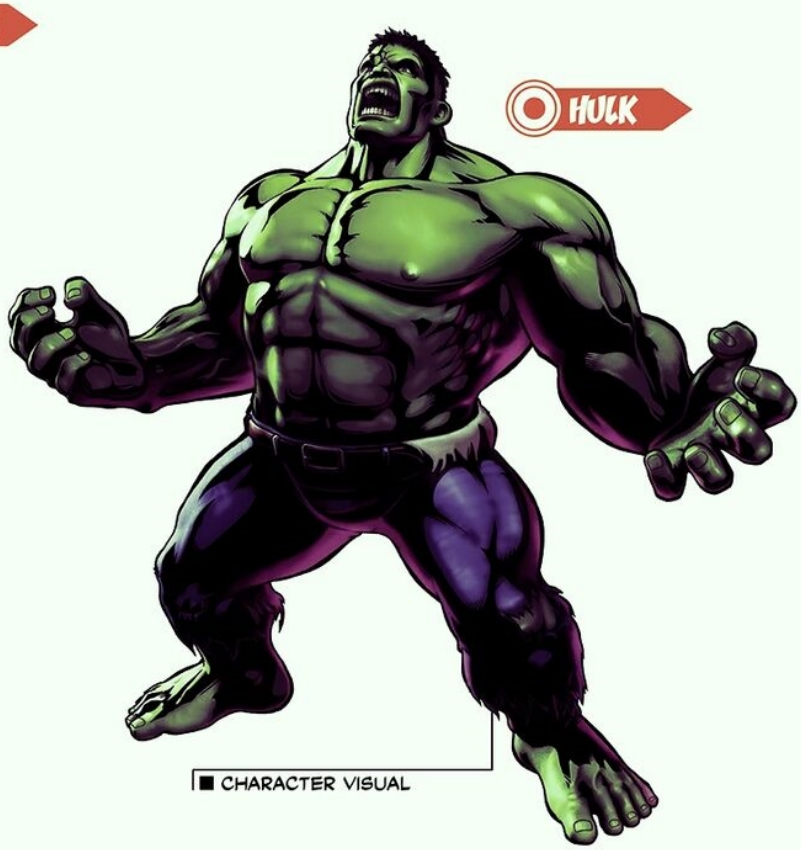
AKUMA

■ CHARACTER VISUAL

HAWKEYE

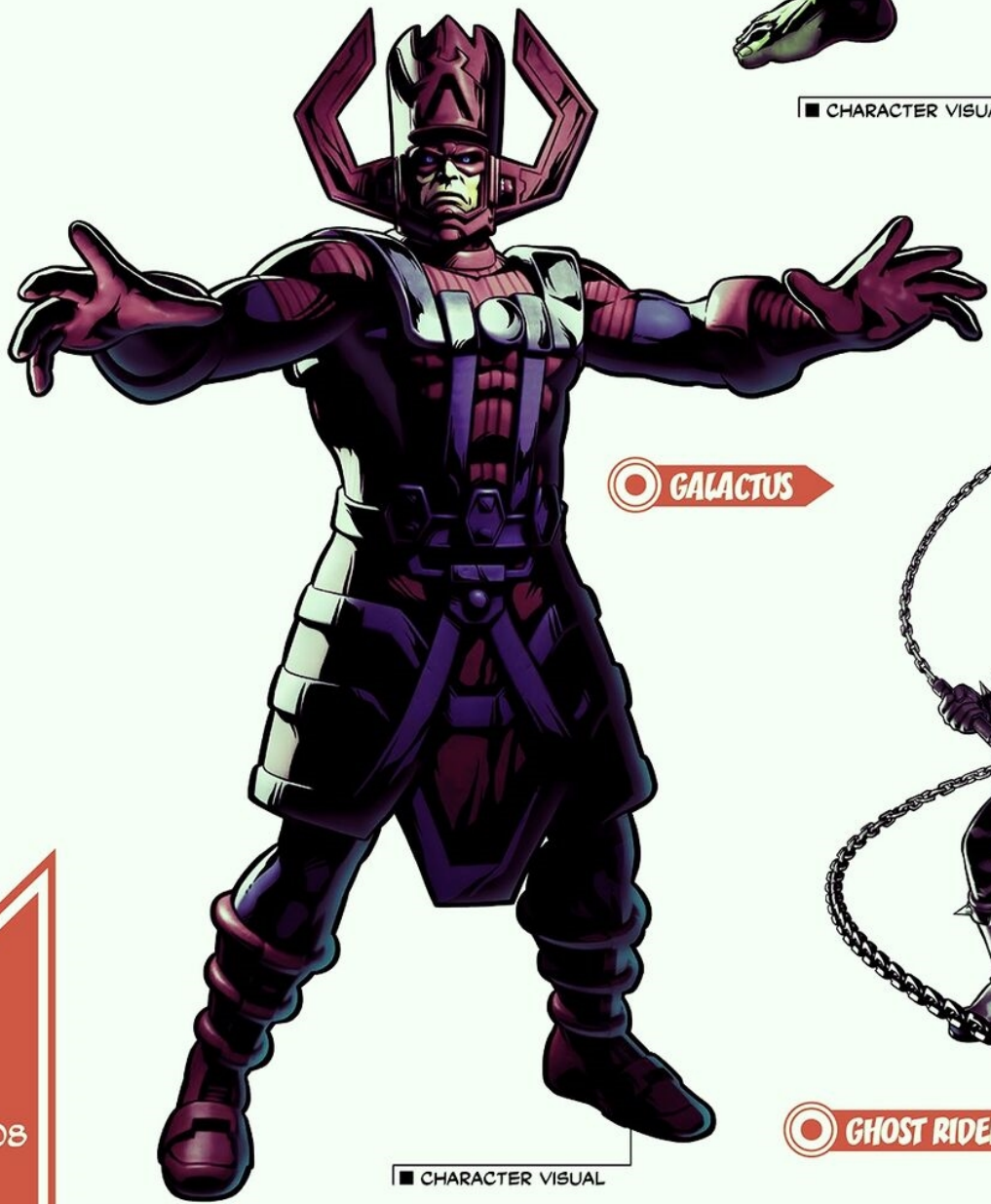
■ CHARACTER VISUAL

HULK



■ CHARACTER VISUAL

GALACTUS



■ CHARACTER VISUAL

GHOST RIDER

■ CHARACTER VISUAL

■ CHARACTER VISUAL

CHUN-LI

DANTE

■ CHARACTER VISUAL

C. VIPER

■ CHARACTER VISUAL

■ CHARACTER VISUAL

FELICIA

IRON FIST

■ CHARACTER VISUAL

MAGNETO

■ CHARACTER VISUAL

■ CHARACTER VISUAL

NOVA

■ CHARACTER VISUAL

IRON MAN

■ CHARACTER VISUAL

FIREBRAND

■ CHARACTER VISUAL

FRANK WEST

■ CHARACTER VISUAL

HAGGAR

■ CHARACTER VISUAL

HSIEN-KO

PHOENIX

■ CHARACTER VISUAL

M.O.D.O.K.

■ CHARACTER VISUAL

■ CHARACTER VISUAL

SENTINEL

■ CHARACTER VISUAL

SHE-HULK

PHOENIX WRIGHT

■ CHARACTER VISUAL

MORRIGAN

■ CHARACTER VISUAL

NEMESIS T-TYPE

■ CHARACTER VISUAL

JILL

■ CHARACTER VISUAL

ROCKET RACOON

■ CHARACTER VISUAL

SPIDER-MAN

■ CHARACTER VISUAL

SHUMA-GORATH

■ CHARACTER VISUAL

STORM

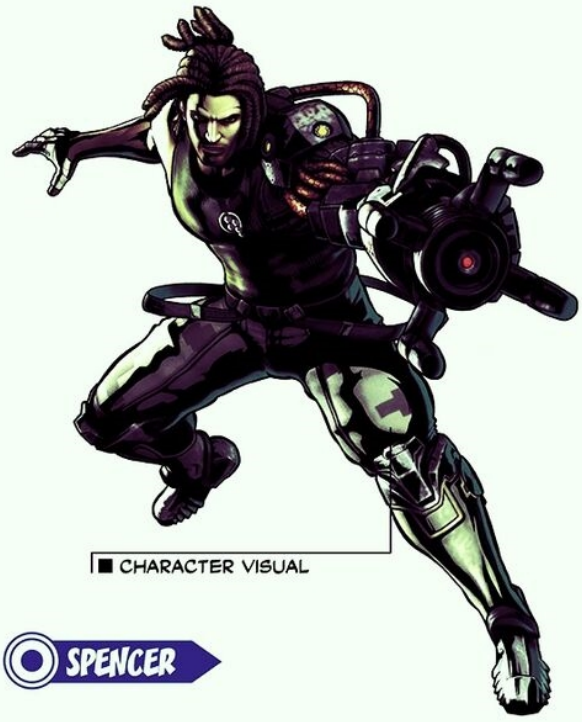
■ CHARACTER VISUAL

SUPER-SKRULL

■ CHARACTER VISUAL

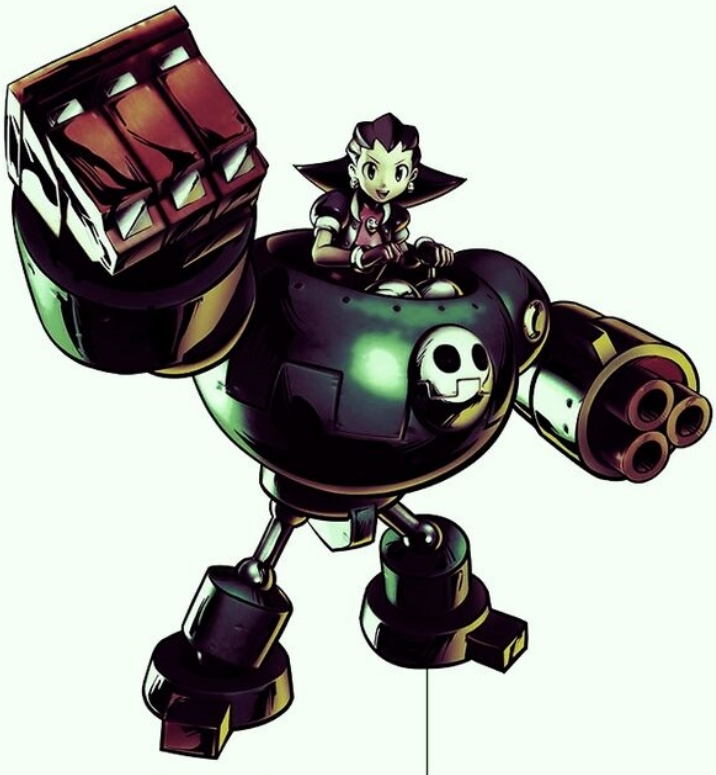
■ CHARACTER VISUAL

STRIDER HIRYU



■ CHARACTER VISUAL

SPENCER



■ CHARACTER VISUAL

TRON BONNE

■ CHARACTER VISUAL

TRISH

THOR

■ CHARACTER VISUAL

TASKMASTER

■ CHARACTER VISUAL

X-23

■ CHARACTER VISUAL

WOLVERINE

■ CHARACTER VISUAL

■ CHARACTER VISUAL

VERGIL

RYU

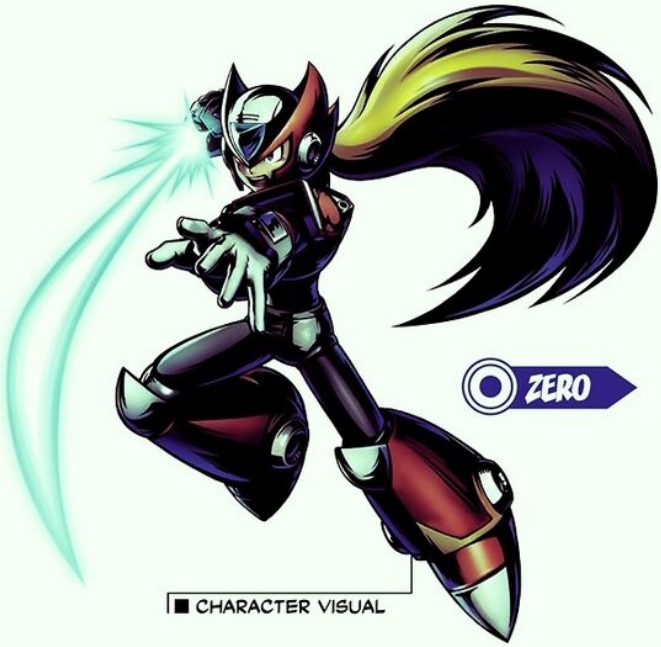
■ CHARACTER VISUAL

WESKER

■ CHARACTER VISUAL

VIEWTIFUL JOE

■ CHARACTER VISUAL



ZERO

■ CHARACTER VISUAL

MARVEL VS CAPCOM: OFFICIAL COMPLETE WORKS
EXTRAS / SKETCHES

■ MARVEL VS CAPCOM - *MAIN ILLUSTRATION CHARACTERS*

SPIDER-MAN

JUBILEE

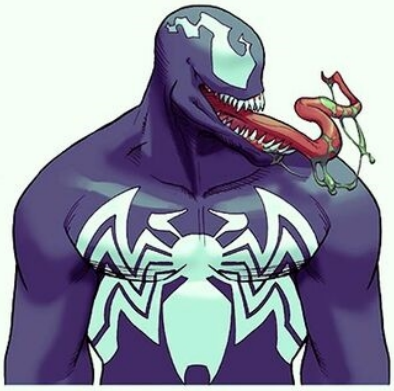
PSYLOCKE

CYCLOPS

WOLVERINE

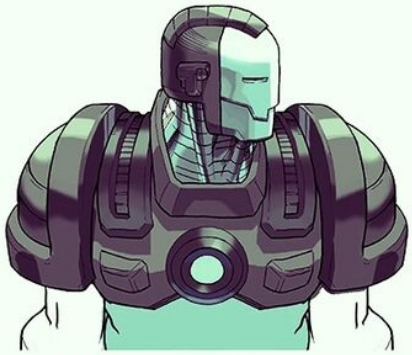
CAPTAIN AMERICA

GAMBIT



VENOM

COLOSSUS



WAR MACHINE

HULK

JUGGERNAUT

ARTHUR

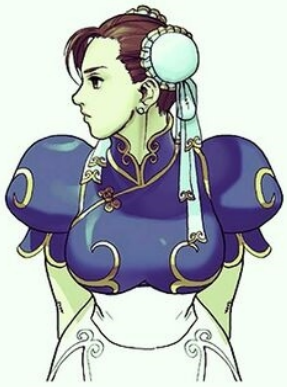
MEGA MAN

ANITA

RYU

STRIDER HIRYU

MORRIGAN



CHUN-LI

SAKI

ROLL

JIN

UNKNOWN SOLDIER

CAPTAIN COMMANDO

ZANGIEF

ONSLAUGHT

■ MARVEL VS CAPCOM - *INTRO ARTWORK*

■ MARVEL VS CAPCOM - *INTRO GROUP SHOT*

CABLE

■ MARVEL VS CAPCOM 2 - *BONUS ARTWORK*

ROGUE

■ MARVEL VS CAPCOM 2
- UNUSED COLORS

RUBY HEART

■ MARVEL VS CAPCOM 2 - *BONUS ARTWORK*

■ MARVEL SUPER HEROES VS STREET FIGHTER
- CAPCOM SECRET FILE ARTWORK

■ X-MEN VS STREET FIGHTER - *PROMOTIONAL T-SHIRT ARTWORK*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

■ MARVEL VS CAPCOM 2 - XBOX 360/ PS3 PROMOTIONAL ARTWORK

■ ARTIST: JOE VRIENS

■ MARVEL VS CAPCOM 2 - XBOX 360/ PS3 PROMOTIONAL ARTWORK

■ ARTIST: JOE VRIENS

■ MARVEL VS CAPCOM 2 - XBOX 360/ PS3 PROMOTIONAL ARTWORK
■ ARTIST: JOE VRIENS

IRON MAN

■ STANDING POSE

■ ACTION POSE

SPIDER-MAN

■ STANDING POSE

■ ACTION POSE

HULK

■ ACTION POSE

■ STANDING POSE

JILL VALENTINE

■ STANDING POSE

■ ACTION POSE

M. BISON

■ STANDING POSE

■ ACTION POSE

MEGA MAN

■ ACTION POSE

■ STANDING POSE

■ MARVEL VS CAPCOM 2 - XBOX 360/ PS3 PROMOTIONAL ARTWORK
■ ARTIST: JOE VRIENS

STORM

■ STANDING POSE

■ ACTION POSE

WOLVERINE

■ ACTION POSE

■ STANDING POSE

MAGNETO

■ STANDING POSE

■ ACTION POSE

RYU

■ STANDING POSE

■ ACTION POSE

■ STANDING POSE

STRIDER HIRYU

■ ACTION POSE

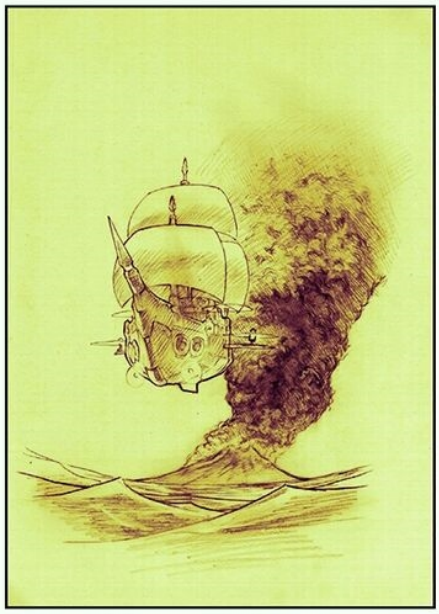
ZANGIEF

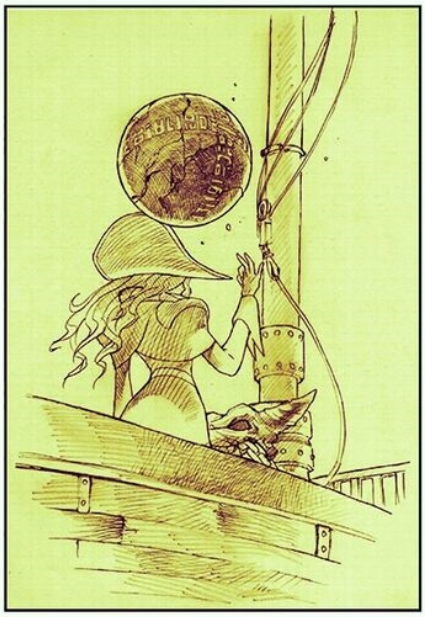
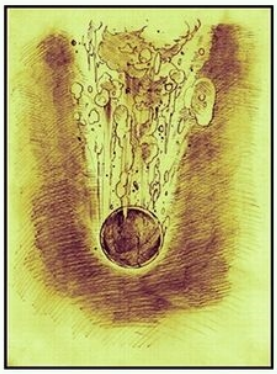
■ STANDING POSE

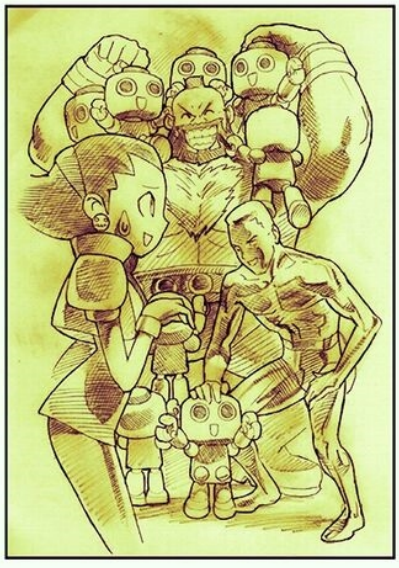
■ ACTION POSE

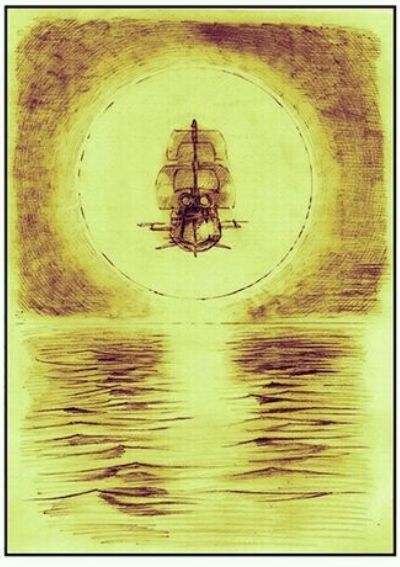
■ MARVEL VS CAPCOM 2 - XBOX 360/ PS3 PROMOTIONAL TRAILER ARTWORK
■ ARTIST: *JOE VRIENS*

■ MARVEL VS CAPCOM 2 - *GAME ENDING ARTWORK*

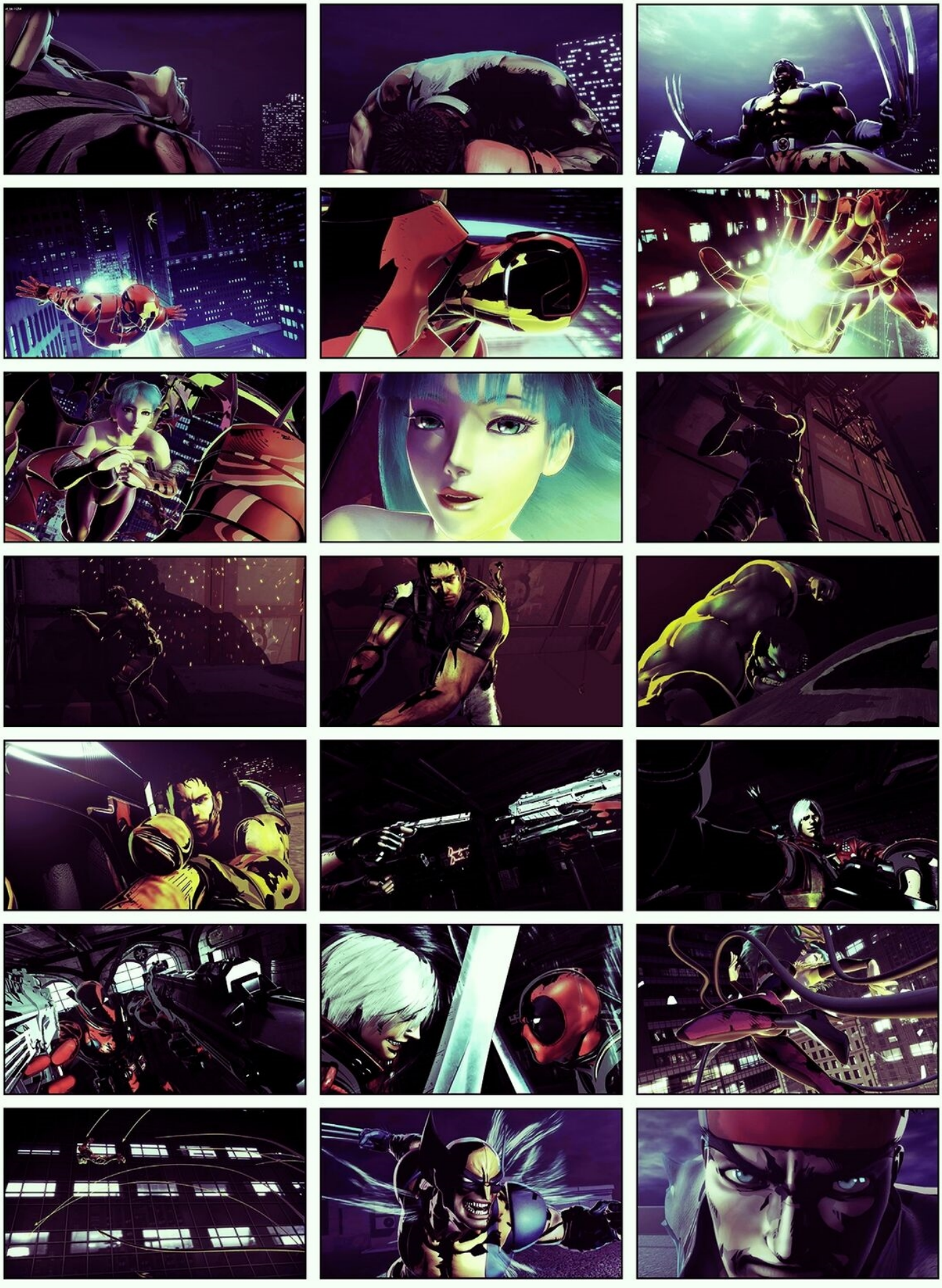






■ MARVEL VS CAPCOM 3 - *TRAILER, EPISODE 1*



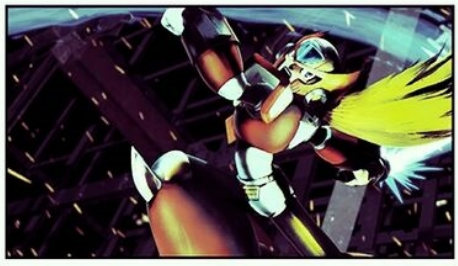
■ MARVEL VS CAPCOM 3 - *TRAILER, EPISODE 2*

■ MARVEL VS CAPCOM 3 - *TRAILER, EPISODE 3*

■ MARVEL VS CAPCOM 3 - TRAILER, EPISODE 4

VOTE
MAYOR

■ ULTIMATE MARVEL VS CAPCOM 3 - *TRAILER*



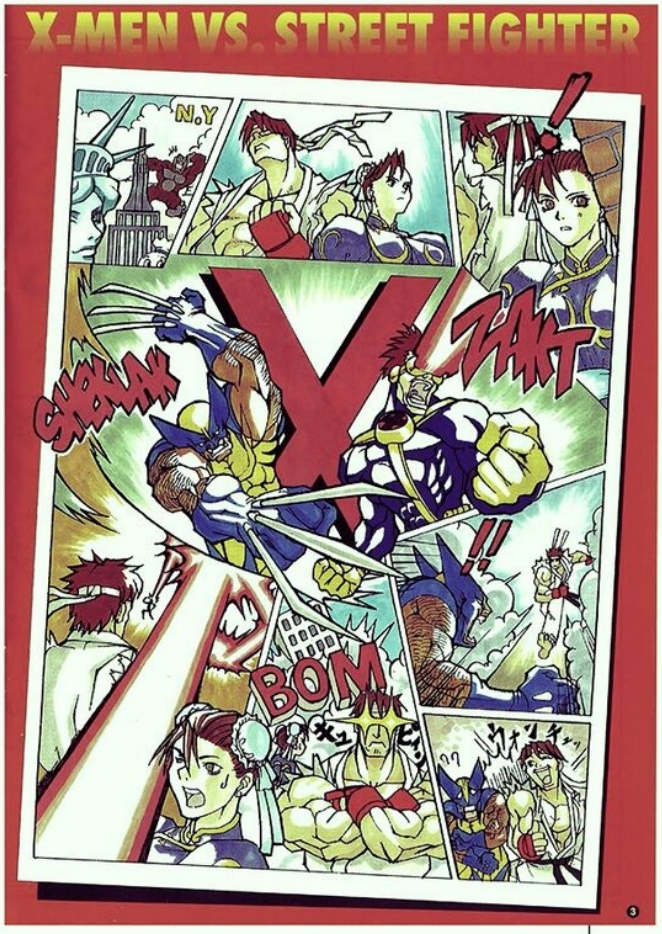
■ MARVEL VS CAPCOM - *CAPCOM SECRET FILE ARTWORK*

■ MARVEL VS CAPCOM - *CAPCOM SECRET FILE ARTWORK*

■ MARVEL VS CAPCOM - *CAPCOM SECRET FILE ARTWORK*

■ ARTIST: *GOUDA CHEESE (BENGUS)*

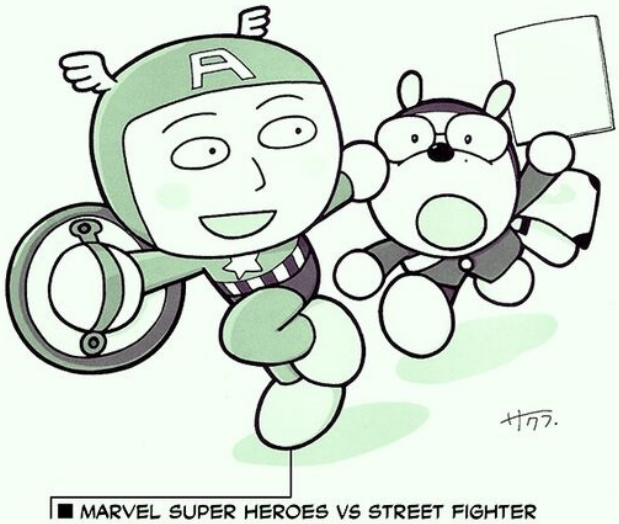
■ X-MEN VS STREET FIGHTER - *CAPCOM SECRET FILE ARTWORK*



■ X-MEN VS STREET FIGHTER - *CAPCOM SECRET FILE ARTWORK*

■ *CAPCOM SECRET FILE CARTOONS*

■ X-MEN VS STREET FIGHTER

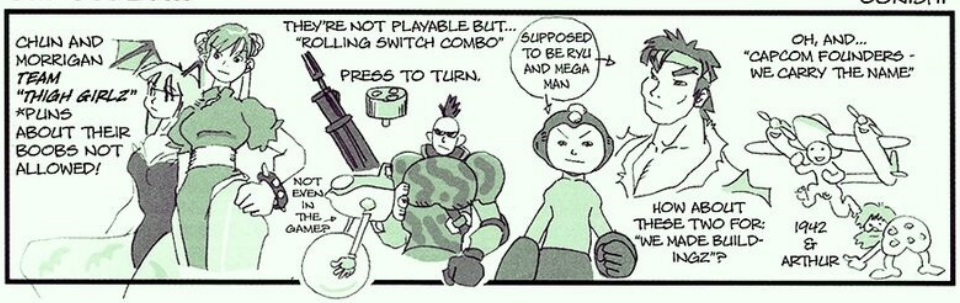


■ MARVEL SUPER HEROES VS STREET FIGHTER

■ MARVEL VS CAPCOM

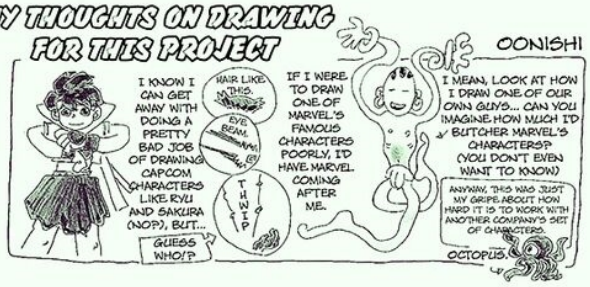
OFF-TOPIC...

OONISHI


CHUN AND MORRIGAN TEAM "THIGH GIRLZ" *PUNS ABOUT THEIR BOOBS NOT ALLOWED!
THEY'RE NOT PLAYABLE BUT... "ROLLING SWITCH COMBO"
PRESS TO TURN.
NOT EVEN IN THE GAMES?
SUPPOSED TO BE RYU AND MEGA MAN
OH, AND... "CAPCOM FOUNDERS - WE CARRY THE NAME"
HOW ABOUT THESE TWO FOR: "WE MADE BUILDINGZ"?
1942 & ARTHUR

MY THOUGHTS ON DRAWING FOR THIS PROJECT

OONISHI


I KNOW I CAN GET AWAY WITH DOING A PRETTY BAD JOB OF DRAWING CAPCOM CHARACTERS LIKE RYU AND SAKURA (NO?), BUT...
GUESS WHO!?
HAIR LIKE THIS.
EYE BEAM.
TWIRP
IF I WERE TO DRAW ONE OF MARVEL'S FAMOUS CHARACTERS POORLY, I'D HAVE MARVEL COMING AFTER ME.
I MEAN, LOOK AT HOW I DRAW ONE OF OUR OWN GUYS... CAN YOU IMAGINE HOW MUCH I'D BUTCHER MARVEL'S CHARACTERS? (YOU DON'T EVEN WANT TO KNOW)
ANYWAY, THIS WAS JUST MY GRIPE ABOUT HOW HARD IT IS TO WORK WITH ANOTHER COMPANY'S SET OF CHARACTERS.
OCTOPUS.

LITTLE BLANKA

KOSOKU ESPMEN

ONE TOO MANY

SAKURA

DOOR-TO-DOOR SALES-GAMBIT

SAKURA

TAG TEAM STANDARDS

SAKURA

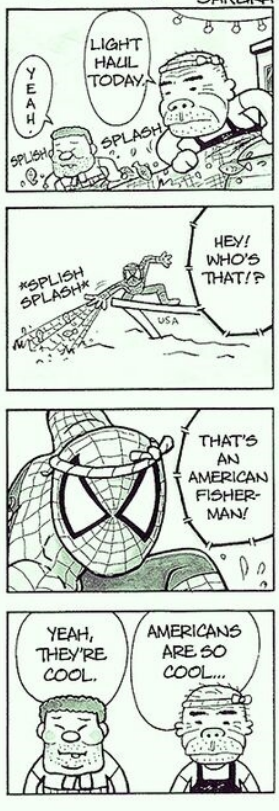
I LOVE DOGS, BUT THEY GET IN THE WAY!

SAKURA

TRUE CALLING PART 2

天職 その2

SAKURA

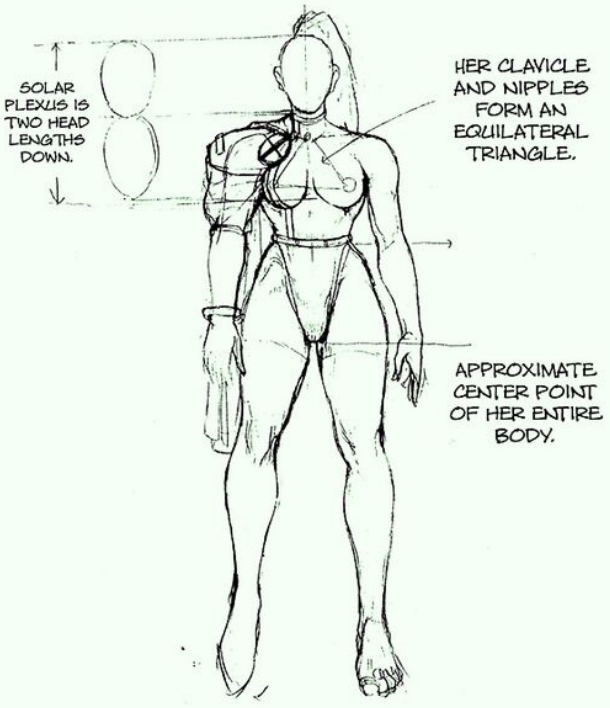


■ X-MEN: CHILDREN OF THE ATOM - *ROUGH SKETCHES*
■ ARTIST: *AKIMAN*

THIS IS WHAT IT LOOKS LIKE UNDER HER ARM.

THE BELT LOOKS UGLY WHEN POSITIONED AT THE THINNEST PART OF HER WAIST, SO PLACE IT A BIT HIGHER.

MAKE ME BEAUTIFUL.

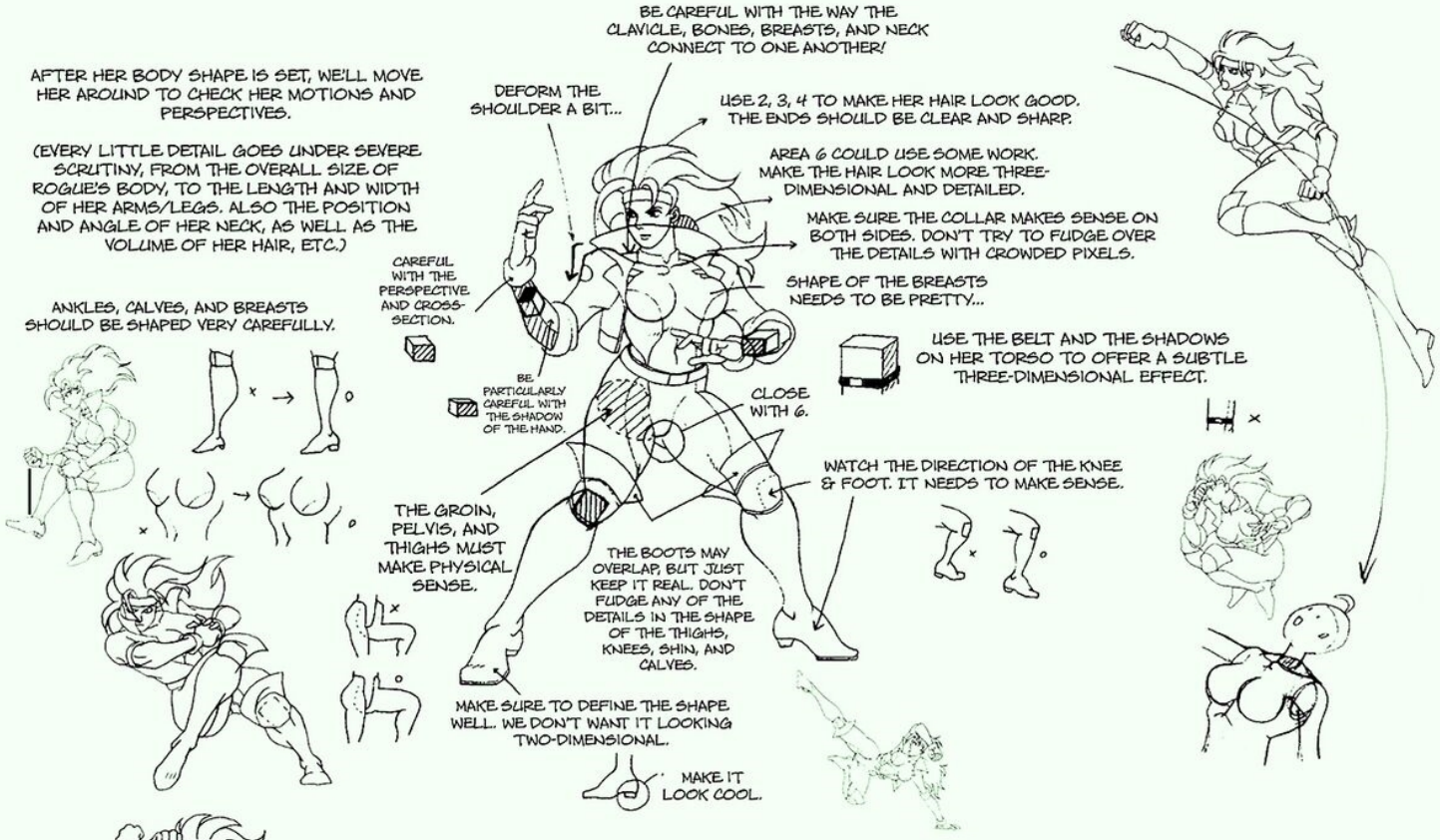

SOLAR PLEXUS IS TWO HEAD LENGTHS DOWN.
HER CLAVICLE AND NIPPLES FORM AN EQUILATERAL TRIANGLE.
APPROXIMATE CENTER POINT OF HER ENTIRE BODY.

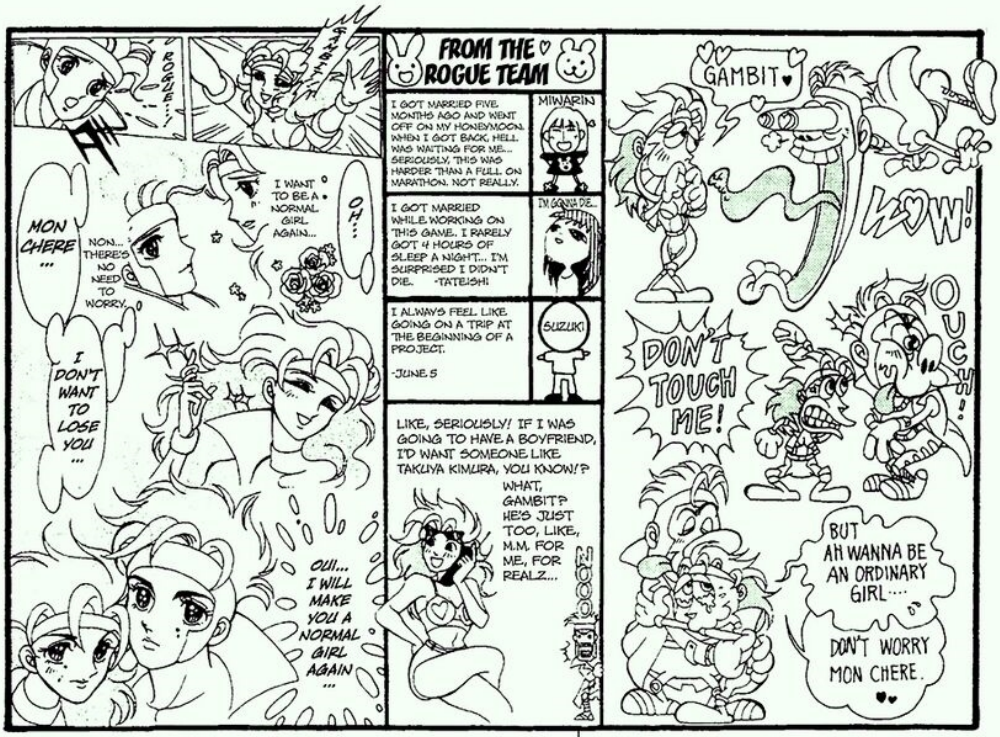
SHOCKS HERSELF FROM TIME TO TIME, BUT THE STORM KEEPS COMING.
OO!? THAT ONE GOT ME A BIT!

BONUS
REAR VIEW

■ MARVEL SUPER HEROES - *ROUGH SKETCHES*
■ ARTIST: *AKIMAN*

■ X-MEN VS. STREEET FIGHTER - *ROUGH SKETCHES*


AFTER HER BODY SHAPE IS SET, WE'LL MOVE HER AROUND TO CHECK HER MOTIONS AND PERSPECTIVES.
(EVERY LITTLE DETAIL GOES UNDER SEVERE SCRUTINY, FROM THE OVERALL SIZE OF ROGUE'S BODY, TO THE LENGTH AND WIDTH OF HER ARMS/LEGS. ALSO THE POSITION AND ANGLE OF HER NECK, AS WELL AS THE VOLUME OF HER HAIR, ETC.)
ANKLES, CALVES, AND BREASTS SHOULD BE SHAPED VERY CAREFULLY.
BE CAREFUL WITH THE WAY THE CLAVICLE, BONES, BREASTS, AND NECK CONNECT TO ONE ANOTHER!
DEFORM THE SHOULDER A BIT...
USE 2, 3, 4 TO MAKE HER HAIR LOOK GOOD. THE ENDS SHOULD BE CLEAR AND SHARP.
AREA 6 COULD USE SOME WORK. MAKE THE HAIR LOOK MORE THREE-DIMENSIONAL AND DETAILED.
MAKE SURE THE COLLAR MAKES SENSE ON BOTH SIDES. DON'T TRY TO FUDGE OVER THE DETAILS WITH CROWDED PIXELS.
SHAPE OF THE BREASTS NEEDS TO BE PRETTY...
CAREFUL WITH THE PERSPECTIVE AND CROSS-SECTION.
BE PARTICULARLY CAREFUL WITH THE SHADOW OF THE HAND.
CLOSE WITH 6.
USE THE BELT AND THE SHADOWS ON HER TORSO TO OFFER A SUBTLE THREE-DIMENSIONAL EFFECT.
WATCH THE DIRECTION OF THE KNEE & FOOT. IT NEEDS TO MAKE SENSE.
THE GROIN, PELVIS, AND THIGHS MUST MAKE PHYSICAL SENSE.
THE BOOTS MAY OVERLAP, BUT JUST KEEP IT REAL. DON'T FUDGE ANY OF THE DETAILS IN THE SHAPE OF THE THIGHS, KNEES, SHIN, AND CALVES.
MAKE SURE TO DEFINE THE SHAPE WELL. WE DON'T WANT IT LOOKING TWO-DIMENSIONAL.
MAKE IT LOOK COOL.


ROGUE...!
THWAP!
MON CHERE...
NON... THERE'S NO NEED TO WORRY.
I WANT TO BE A NORMAL GIRL AGAIN...
OH...
I DON'T WANT TO LOSE YOU...
OUI... I WILL MAKE YOU A NORMAL GIRL AGAIN...
FROM THE ROGUE TEAM
I GOT MARRIED FIVE MONTHS AGO AND WENT OFF ON MY HONEYMOON. WHEN I GOT BACK, HELL WAS WAITING FOR ME... SERIOUSLY, THIS WAS HARDER THAN A FULL ON MARATHON. NOT REALLY.
MIWARIN
I GOT MARRIED WHILE WORKING ON THIS GAME. I RARELY GOT 4 HOURS OF SLEEP A NIGHT... I'M SURPRISED I DIDN'T DIE. -TATEISHI
I'M GONNA DIE...
I ALWAYS FEEL LIKE GOING ON A TRIP AT THE BEGINNING OF A PROJECT. -JUNE 5
SUZUKI
LIKE, SERIOUSLY! IF I WAS GOING TO HAVE A BOYFRIEND, I'D WANT SOMEONE LIKE TAKUYA KIMURA, YOU KNOW!?
WHAT, GAMBIT? HE'S JUST TOO, LIKE, M.M. FOR ME, FOR REALZ....
GAMBIT
WOW!
OUCH!
DON'T TOUCH ME!
BUT AH WANNA BE AN ORDINARY GIRL....
DON'T WORRY MON CHERE.

■ CAPCOM SECRET FILE COMIC STRIP

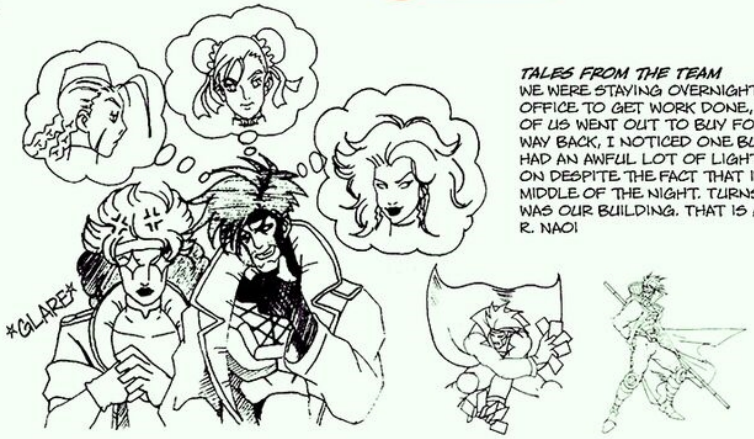
GAMBIT

THE COAT AND STICK WERE A PAIN IN THE ASS. NEXT TIME, I WANT A SIMPLER CHARACTER. (K)

I THINK YOUR NEXT CHARACTER HAS A CAPE. (M)

..... (K)

WE SHOULD HAVE PUT MORE THOUGHT INTO THE DEFAULT POSE. (N)



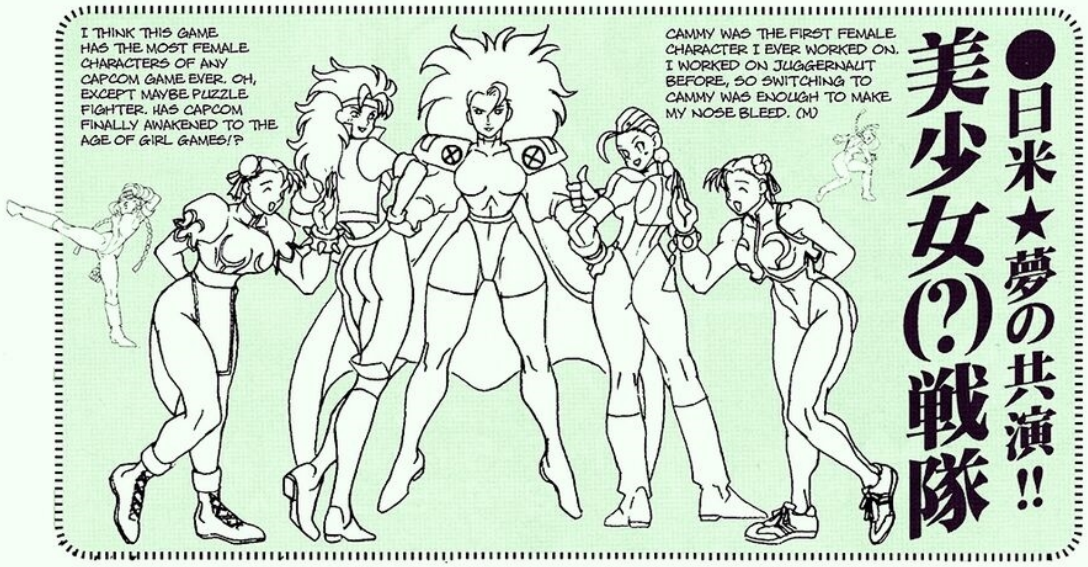
TALES FROM THE TEAM

WE WERE STAYING OVERNIGHT AT THE OFFICE TO GET WORK DONE, AND A FEW OF US WENT OUT TO BUY FOOD. ON OUR WAY BACK, I NOTICED ONE BUILDING HAD AN AWFUL LOT OF LIGHTS LEFT ON DESPITE THE FACT THAT IT WAS THE MIDDLE OF THE NIGHT. TURNS OUT IT WAS OUR BUILDING. THAT IS ALL.
R. NAOI

SABRETOOTH

SABERTOOTH ANECDOTE: SABERTOOTH'S WEAPONS ARE HIS FANGS AND CLAWS. WHEN YOU THINK CLAWS, YOU THINK WOLVERINE. I WAS VERY CAREFUL WITH SABERTOOTH'S ATTACKS, AS I DID NOT WANT THEM TO BE TOO SIMILAR TO WOLVERINE'S.

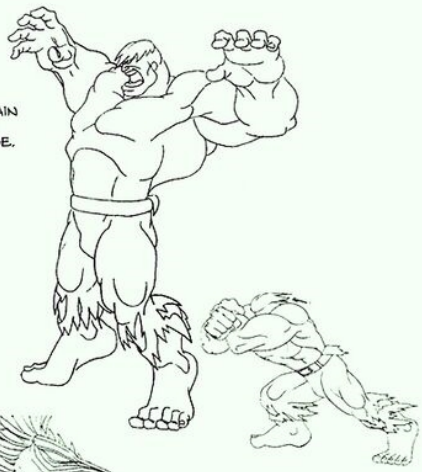
WHAT MAKES UP THE ESSENCE OF SABERTOOTH? THE WILDERNESS, VIOLENCE, A PERSONAL SECRETARY, AND NEW MONEY. THAT'S RIGHT, NEW MONEY. THIS GUY IS A KILLER FOR HIRE, SO HE'S PRETTY RICH... AND HE HAS HIS OWN PERSONAL SECRETARY. HE HAS LOTS OF CARS, TOO. SPEAKING OF CARS, I WAS HOPING TO BRING A FEW CARS OUT FOR HIS VICTORY SCENE, BUT MY HOPES WERE DASHED. TOO BAD.


●日米★夢の共演!!
美少女(?)戦隊
I THINK THIS GAME HAS THE MOST FEMALE CHARACTERS OF ANY CAPCOM GAME EVER. OH, EXCEPT MAYBE PUZZLE FIGHTER. HAS CAPCOM FINALLY AWAKENED TO THE AGE OF GIRL GAMES!?
CAMMY WAS THE FIRST FEMALE CHARACTER I EVER WORKED ON. I WORKED ON JUGGERNAUT BEFORE, SO SWITCHING TO CAMMY WAS ENOUGH TO MAKE MY NOSE BLEED. (M)

■ MARVEL VS. STREEET FIGHTER - *ROUGH SKETCHES*

HULK

I DIDN'T RIP-OFF A CERTAIN RPG FOR HULK'S NEW SPECIAL MOVE, I PROMISE.



DAN

AUTOGRAPH THROW
THIS WAS KINDA SUPPOSED TO BE A JOKE, BUT IT TOOK ON A LIFE OF ITS OWN AND DECIDED IT WANTED TO BE A REAL MOVE. I REMEMBER SOMEONE COMMENTING, "HE'S ACTUALLY WORKING ON IT! LIKE, FOR REAL!" THEIR WORDS CAN'T HURT ME.

BLACKHEART

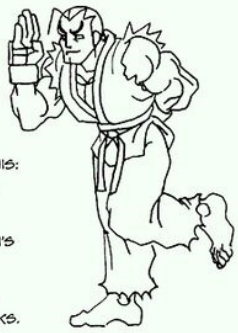
BLACKHEART SPECIAL MOVE

DADDY MEPHISTO SHOWS UP, GRABS THE OPPONENT, AND PROCEEDS TO BURN THEM IN A MASSIVE GOUT OF FLAME. WE ACTUALLY HAD THIS MOVE IN THE GAME AND FUNCTIONING, BUT LAST I HEARD (4/24) IT WAS TAKEN OUT. TOO BAD.

SORRY!!
IT WENT A LITTLE SOMETHING LIKE THIS:

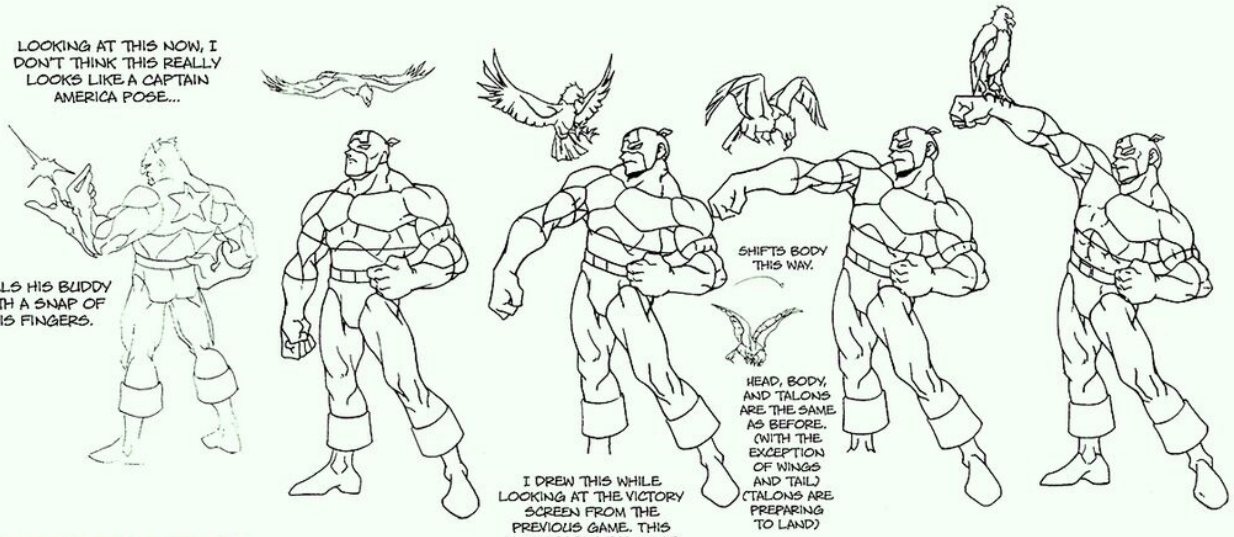
"SO, UH, ABOUT DAN'S SWAP POSE..."
"I DUNNO. THINK OF SOMETHING."
"HMMM..."
"WHY DON'T YOU JUST STEAL CHUN-LI'S 'SORRY!' POSE? WHATEVER, MAN."
"OH, OKAY..."

NOT EXACTLY THE MOST METICULOUS PLANNING EFFORT EVER, BUT IT WORKS.

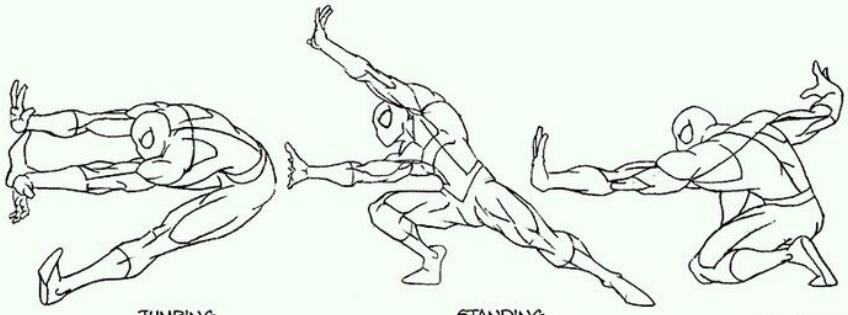


CAPTAIN AMERICA

LOOKING AT THIS NOW, I DON'T THINK THIS REALLY LOOKS LIKE A CAPTAIN AMERICA POSE...


CALLS HIS BUDDY WITH A SNAP OF HIS FINGERS.
SHIFTS BODY THIS WAY.
HEAD, BODY, AND TALONS ARE THE SAME AS BEFORE. (WITH THE EXCEPTION OF WINGS AND TAIL) (TALONS ARE PREPARING TO LAND)
I DREW THIS WHILE LOOKING AT THE VICTORY SCREEN FROM THE PREVIOUS GAME. THIS IS PROBABLY THE MOST MEMORABLE POSE.

SPIDER-MAN

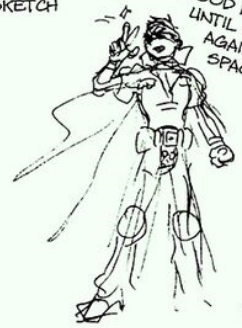


JIN SAOTOME

RAGE POSE

JIN SAOTOME'S TAUNT. I THINK IT'S VERY JIN...

VICTORY POSE SKETCH



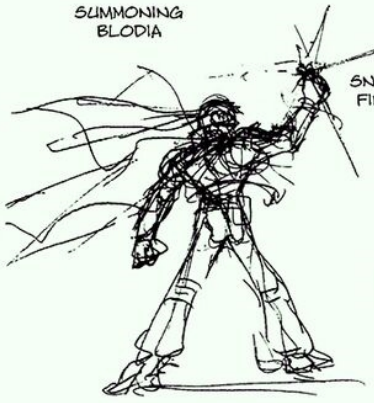
GOOD MORNING!! UNTIL WE MEET AGAIN... IN SPACE!!

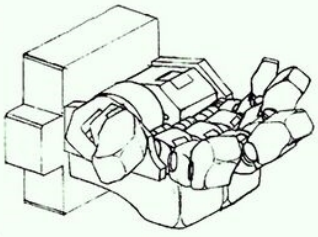
WAIL THIS ISN'T RIGHT!

SOBBING

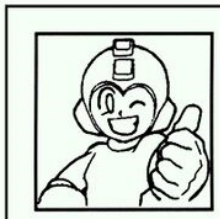
SUMMONING BLODIA

SNAPS HIS FINGERS.





THIS IS BLODIA'S HAND. TECHNICALLY, IT'S ONLY SUPPOSED TO HAVE FOUR FINGERS, BUT TOMITA SAID, "IT'S ALL GOOD!"



SELECT CORNER
I DREW SOME SELECTION SCREEN PORTRAITS. BECAUSE I COULD.

MEGA MAN - SELECT SCREEN

MORRIGAN - SELECT SCREEN. IT STARTED WITH THIS PIECE.

CHUN-LI - SELECT SCREEN. I DREW THIS ONE TOO. I WAS LIKE, "WHY NOT?"

MORRIGAN

SHE'S LIKE, "NOOO!"

I WANTED TO MAKE THIS HER PUSH GUARD POSE AND HAD A LOT OF FUN WITH IT, BUT I STARTED FEELING GUILTY ABOUT IT LATER SO I JUST QUIETLY PLACED IT ON THE CORNER OF MY DESK AND LEFT IT THERE. IT'S A SECRET, SO DON'T TELL ANYONE.

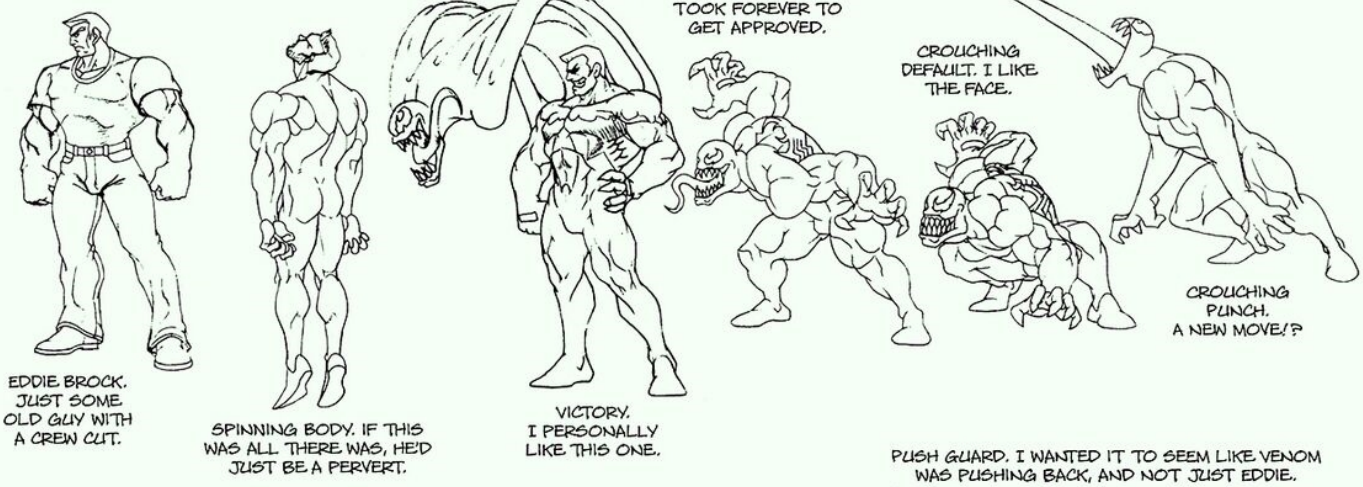
ANOTHER ONE OF MORRIGAN'S •▲× POSES. IF YOU WANT TO KNOW WHERE WE USED IT, YOU'LL HAVE TO FIND IT YOURSELF.

MORRIGAN'S •▲× POSE. IF YOU WANT TO KNOW WHERE WE USED IT, YOU'LL HAVE TO FIND IT YOURSELF.

I TRIED TO FIND REFERENCE FOR DEFAULT MORRIGAN, BUT COULDN'T FIND ANY. IN THE END, I RESORTED TO ENLARGING THE DARKSTALKERS MOOK ON THE COPY MACHINE, AND FIXING IT UP WHILE STARTING AT THE ACTUAL ON-SCREEN IMAGE OF MORRIGAN. THIS LACK OF REFERENCE MATERIALS ALSO MADE DRAWING THE OTHER POSES DIFFICULT.

SEE IF YOU CAN FIND WHERE WE USED THIS LILITH. SEARCHING IS HALF THE FUN. SERIOUSLY.

■ MARVEL VS. CAPCOM - *ROUGH SKETCHES*



EDDIE BROCK. JUST SOME OLD GUY WITH A CREW CUT.

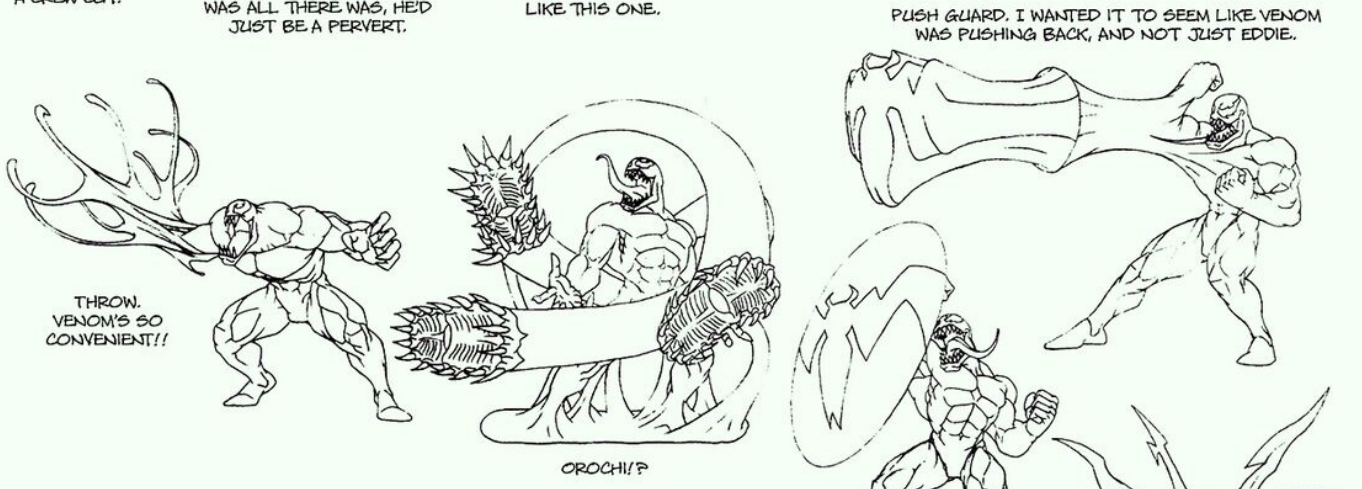
SPINNING BODY. IF THIS WAS ALL THERE WAS, HE'D JUST BE A PERVERT.

VICTORY. I PERSONALLY LIKE THIS ONE.

DEFAULT. THIS ONE TOOK FOREVER TO GET APPROVED.

CROUCHING DEFAULT. I LIKE THE FACE.

CROUCHING PUNCH. A NEW MOVE!?



PUSH GUARD. I WANTED IT TO SEEM LIKE VENOM WAS PUSHING BACK, AND NOT JUST EDDIE.

THROW. VENOM'S SO CONVENIENT!!

OROCHI!?

GUARD. TECHNICALLY, THERE ISN'T SUPPOSED TO BE A SYMBOL ON HIS SHIELD... BUT I DREW IT THERE ANYWAY. BELIEVE IT OR NOT, VENOM REALLY DOES GUARD WITH A SHIELD.

JUMPING MEDIUM KICK. LOOKS PAINFUL!!

JUMPING DASH. THIS IS EXACTLY WHAT YOU EXPECT FROM VENOM. I THINK IT CAME OUT NICELY.

HARD PUNCH. SOMEONE THOUGHT I WAS DRAWING DONALD DUCK...

DASH. VENOM'S PROBABLY THE ONLY ONE WHO COULD GET AWAY WITH THIS MOVE. HE'S WAS SUPPOSED TO CLIMB ALL OVER THE WALLS, BUT...

VENOM

DAMAGE (SMALL). HANG IN THERE, EDDIE!

DAMAGE (MEDIUM). DON'T GIVE UP, EDDIE!

DAMAGE (LARGE). YOU'RE SO DEAD...

CAPTAIN COMMANDO

AN EARLY DRAFT BY YASUDA.

ROUGH SKETCH OF HIS BACK.

FACIAL EXPRESSIONS BY YASUDA.

CAPTAIN ACTIVE STEEL MADE OF A FIBROUS METAL, SO IT MOVES EASILY.

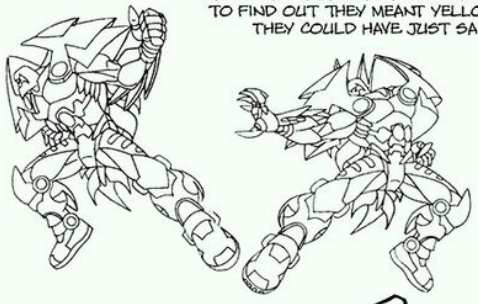
CAPTAIN ARM

DETAILED SKETCH OF THE ARM. THEY ALSO HAD A CLAY MODEL OF IT.

ONSLAUGHT

MAGNETO BLAST. I SUBMITTED A SKETCH TO MARVEL SHOWING THE BEAM COMING OUT OF HIS ENTIRE BODY. I GOT SOME HATE MAIL BACK TELLING ME THAT THE BEAM ONLY COMES FROM HIS HEAD. MY BAD!

HYPER GRAVITATION. MARVEL'S INSTRUCTIONS SAID, "THE COLOR OF THE EFFECT SHOULD BE ACID GREEN." I HAD NO IDEA WHAT "ACID GREEN" WAS. I SPENT HALF A DAY LOOKING IT UP JUST TO FIND OUT THEY MEANT YELLOWISH GREEN. THEY COULD HAVE JUST SAID THAT.

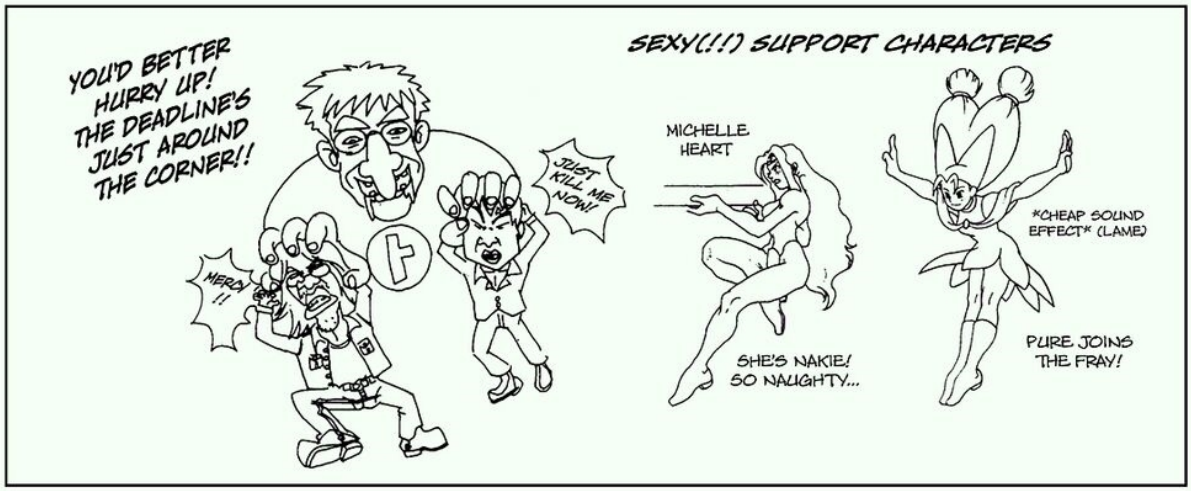


DEFAULT POSE. AKIMAN LOOKED AT THIS AND SAID, "WE USE THAT POSE A LOT." ... NOW I FEEL BAD.

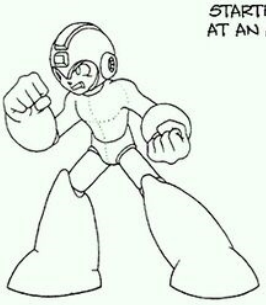
HIT.

I WAS JUST COMING OFF OF ANOTHER PROJECT, AND SWITCHING GEARS WAS PROBABLY THE HARDEST PART. I'D NEVER EVEN HEARD OF MAGNETO UNTIL THIS PROJECT. SURE, THEY GAVE US LOTS OF BOOKS TO USE AS REFERENCE, BUT IT WAS ALL IN ENGLISH. ONE OF MY MORE MARVEL-SAVVY FRIENDS WAS KIND ENOUGH TO LECTURE ME ON THE CHARACTERS, THEN IT WAS JUST ME AND PLANNER M RUNNING A THREE-LEGGED RACE. BUT JUST TWO WEEKS BEFORE THE DEADLINE, I MANAGED TO BREAK MY LEFT ARM... I DID THE SECOND FORM WITH JUST MY RIGHT HAND. [K]

SEXY(!!!) SUPPORT CHARACTERS


YOU'D BETTER HURRY UP! THE DEADLINE'S JUST AROUND THE CORNER!!
JUST KILL ME NOW!
MERCY!!!
MICHELLE HEART
SHE'S NAKIE! SO NAUGHTY...
CHEAP SOUND EFFECT (LAME)
PURE JOINS THE FRAY!

■ MARVEL VS. CAPCOM - *ROUGH SKETCHES*



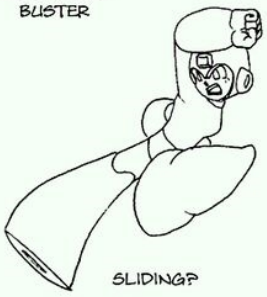
DEFAULT MEGA MAN

STARTED OFF AT AN ANGLE.

AERIAL MEGA BUSTER

OW!

DEFEATED



SLIDING?

RAWR!

MACHO MEGA MAN

I MAY BE THE ONE WHO CAME UP WITH THIS MEGA MAN TAUNT, BUT IT STILL ANNOYS ME ALL THE SAME.

MEGA MAN

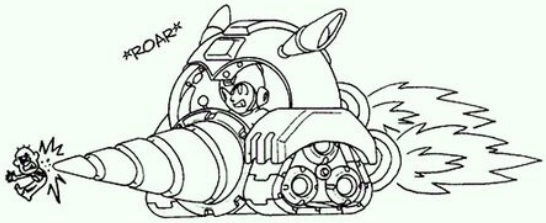
C'MON!

MEGA WELCOME

MEGA TAIKO

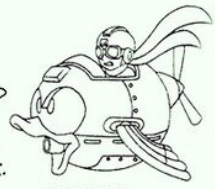
JOKING! THIS IS HIS THROW POSE.

VICTORY POSE LOOKS COOL.



ROAR

MEGA MOLEDRILL



PRETTY MUCH TURNED OUT THE WAY YOU'D EXPECT. NOTE HIS SCARF AND THE PROPELLERS AT THE BACK.

MERGING WITH BEAT

■ SCRAPPED POSES

ALTERNATE DEFAULT MEGA MAN

MONKEY MEGA MAN

ONE OF MY EARLIEST ATTEMPTS. I HADN'T QUITE FIGURED OUT HOW TO DRAW MEGA MAN AT THIS POINT.

MEGA MAN'S VICTORY POSE (SCRAPPED)

I TRIED DRESSING HIM UP, BUT I DIDN'T KNOW WHAT TO DO ABOUT THE SIZES OF HIS LIMBS, SO I CHANGED MY MIND.

MEGA MAN'S VICTORY POSE 2 (SCRAPPED)

AGAIN, THE STRANGELY SIZED LIMBS MADE THIS IMPOSSIBLE.

RUSH DEFAULT POSE

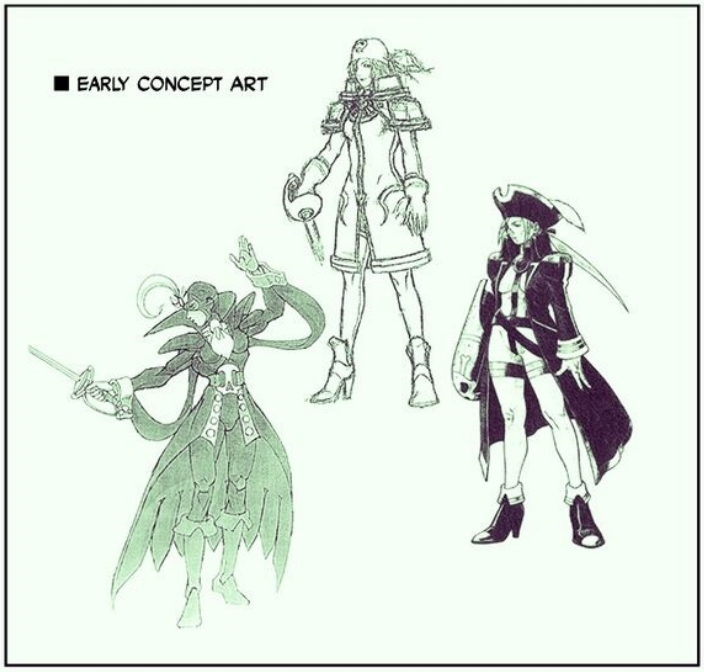
I THOUGHT ABOUT HAVING HIM ATTACK, BUT HE ENDED UP PRETTY USELESS.

SAD RUSH.

BEAT'S ATTACK

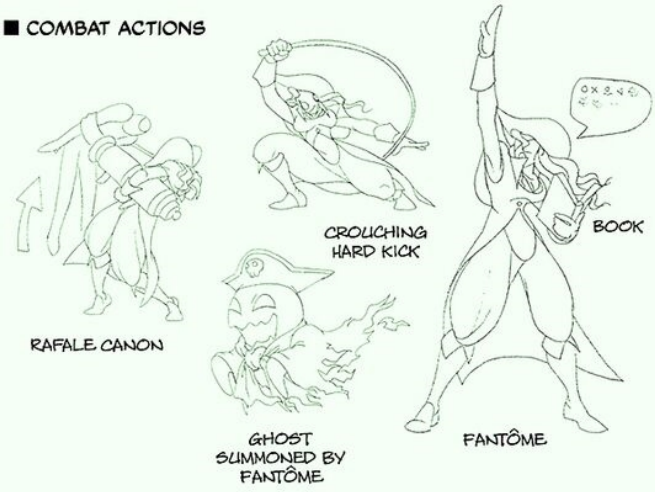
THIS WAS SCRAPPED, SO DON'T BOTHER LOOKING FOR IT.

■ EARLY CONCEPT ART

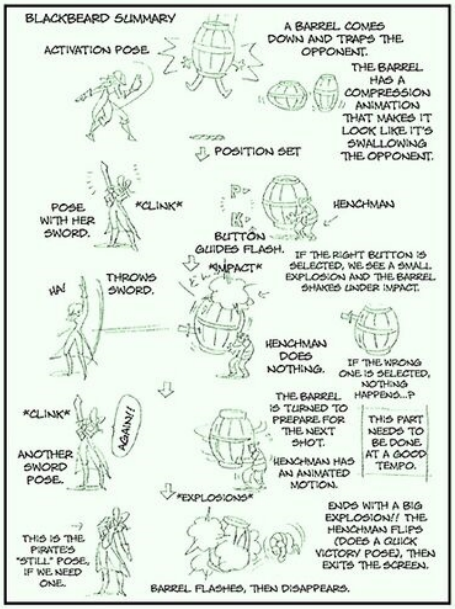


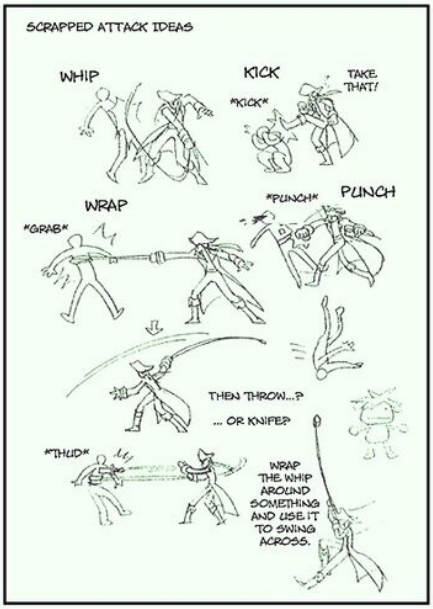
RUBY HEART

■ COMBAT ACTIONS

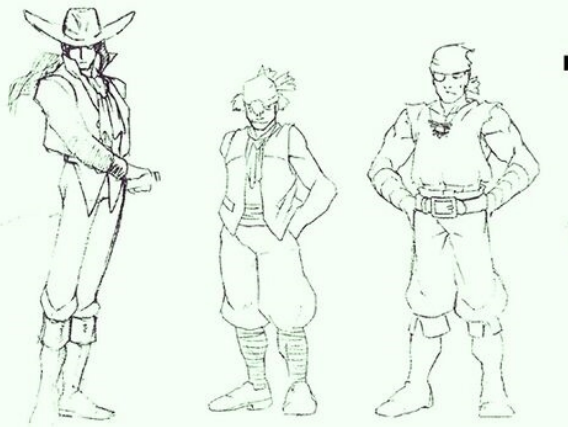


■ ATTACK IDEAS


BLACKBEARD SUMMARY
ACTIVATION POSE.
A BARREL COMES DOWN AND TRAPS THE OPPONENT.
THE BARREL HAS A COMPRESSION ANIMATION THAT MAKES IT LOOK LIKE IT'S SWALLOWING THE OPPONENT.
POSITION SET
POSE WITH HER SWORD.
CLINK
HENCHMAN
BUTTON GLIDES FLASH.
IMPACT
IF THE RIGHT BUTTON IS SELECTED, WE SEE A SMALL EXPLOSION AND THE BARREL SHAKES UNDER IMPACT.
HA!
THROWS SWORD.
HENCHMAN DOES NOTHING.
IF THE WRONG ONE IS SELECTED, NOTHING HAPPENS...?
CLINK
AGAIN!
ANOTHER SWORD POSE.
THE BARREL IS TURNED TO PREPARE FOR THE NEXT SHOT.
THIS PART NEEDS TO BE DONE AT A GOOD TEMPO.
HENCHMAN HAS AN ANIMATED MOTION.
EXPLOSIONS
ENDS WITH A BIG EXPLOSION!! THE HENCHMAN FLIPS (DOES A QUICK VICTORY POSE), THEN EXITS THE SCREEN.
THIS IS THE PIRATE'S "STILL" POSE, IF WE NEED ONE.
BARREL FLASHES, THEN DISAPPEARS.



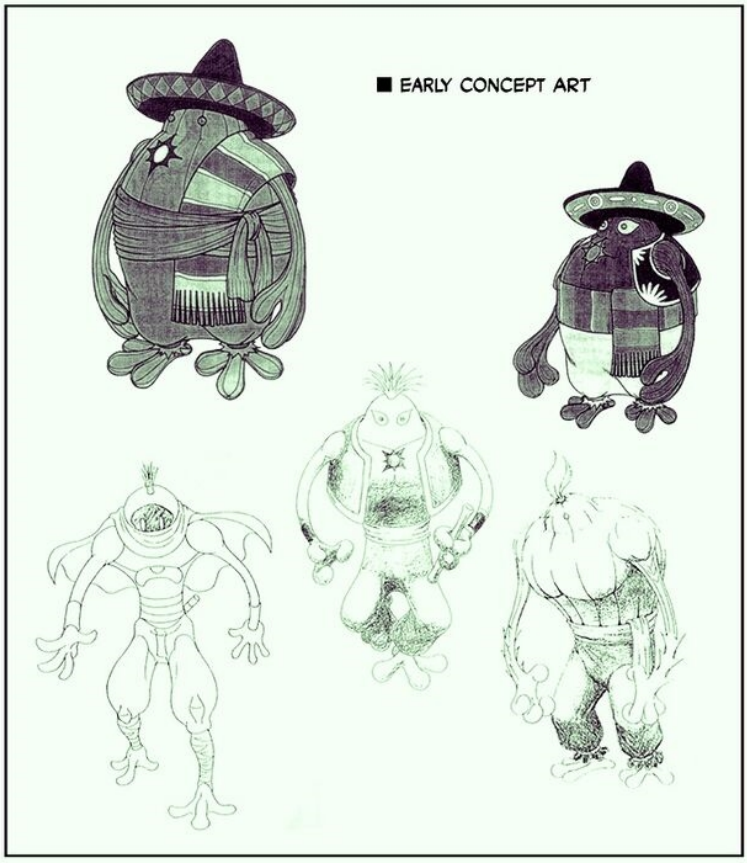
■ EARLY DRAFTS



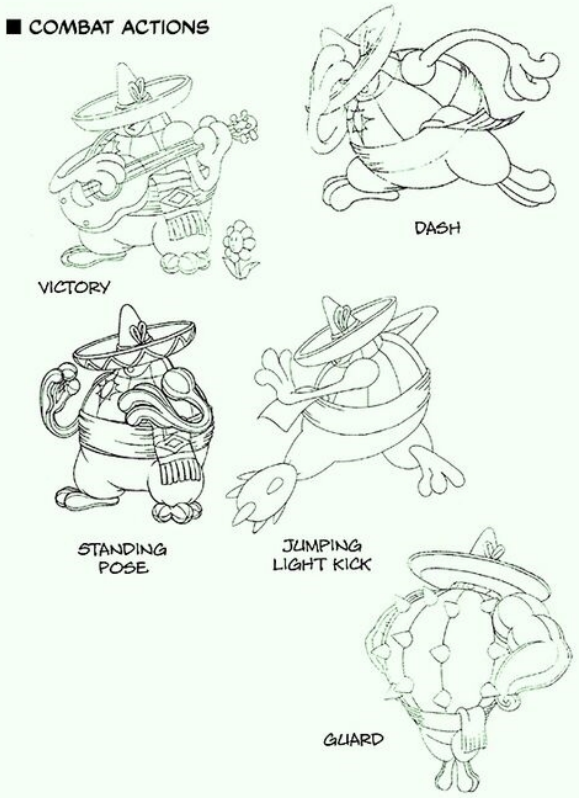
■ HENCHMEN

■ MARVEL VS. CAPCOM 2 - *ROUGH SKETCHES*

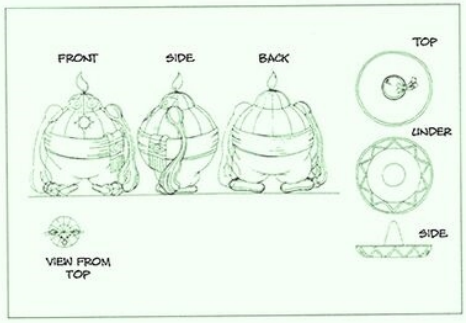
■ EARLY CONCEPT ART



■ COMBAT ACTIONS

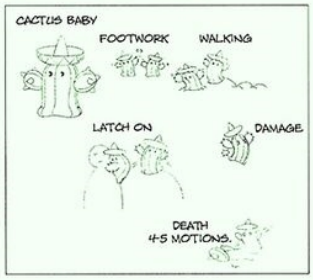


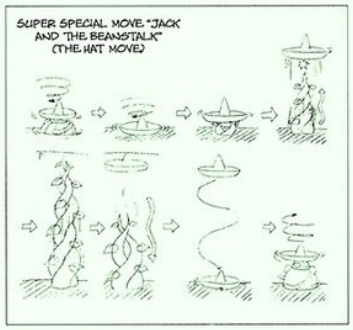
■ TURNAROUND

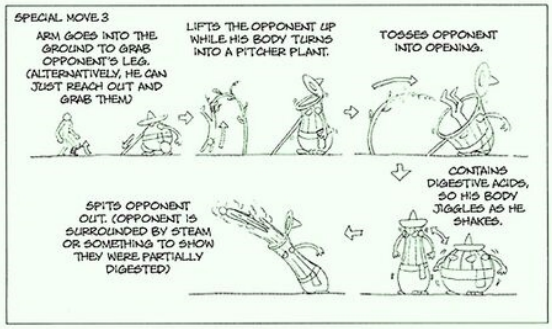


■ CHARACTER ART PENCILS

■ COMBAT ACTIONS

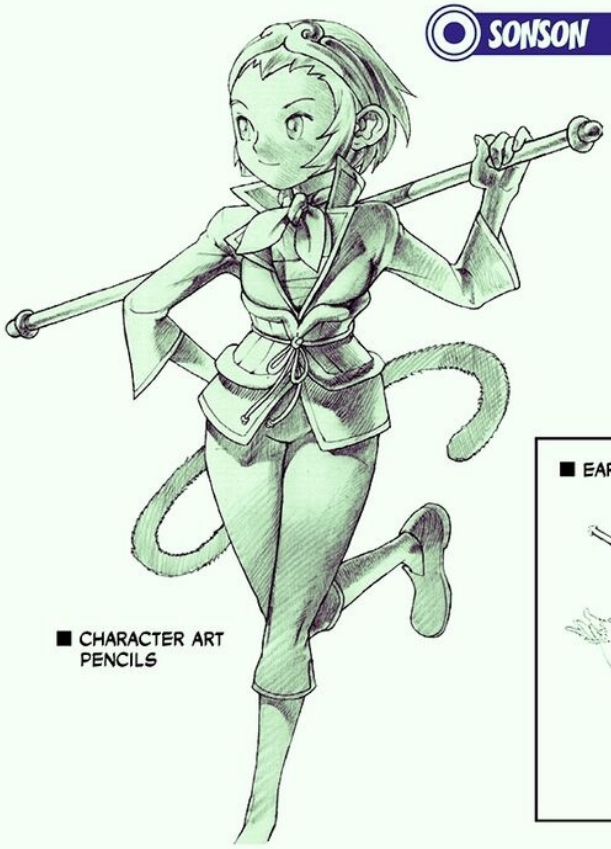




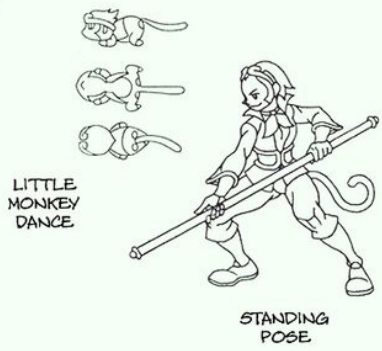

SPECIAL MOVE 3
ARM GOES INTO THE GROUND TO GRAB OPPONENT'S LEG. (ALTERNATIVELY, HE CAN JUST REACH OUT AND GRAB THEM)
LIFTS THE OPPONENT UP WHILE HIS BODY TURNS INTO A PITCHER PLANT.
TOSSES OPPONENT INTO OPENING.
CONTAINS DIGESTIVE ACIDS, SO HIS BODY JIGGLES AS HE SHAKES.
SPITS OPPONENT OUT. (OPPONENT IS SURROUNDED BY STEAM OR SOMETHING TO SHOW THEY WERE PARTIALLY DIGESTED)

SONSON

■ CHARACTER ART PENCILS

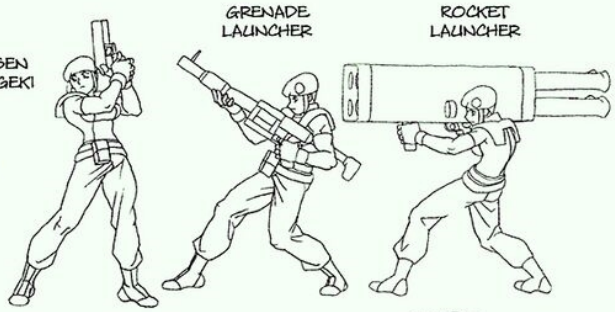


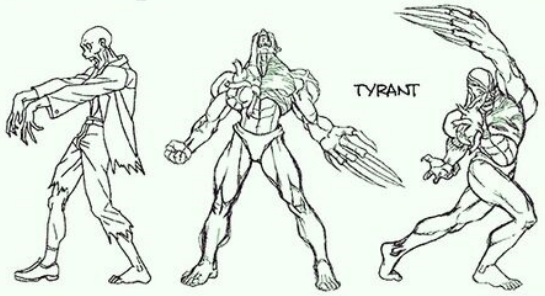
■ COMBAT ACTIONS



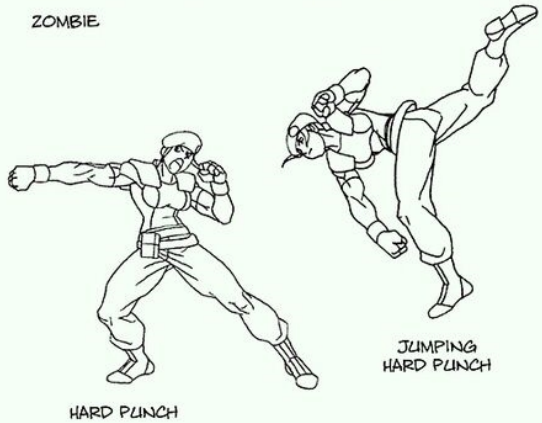
■ EARLY CONCEPT ART

JILL VALENTINE





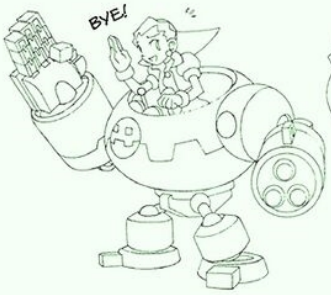
■ COMBAT ACTIONS

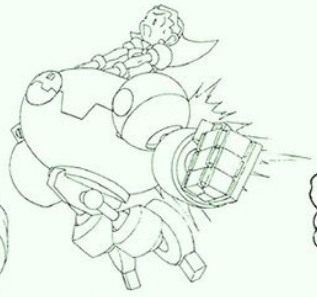


■ MARVEL VS. CAPCOM 2 - ROUGH SKETCHES

■ COMBAT ACTIONS

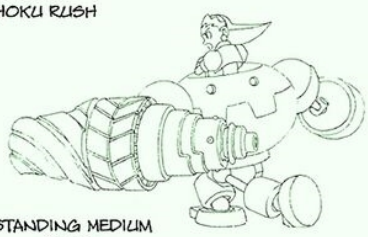
SHIKI DAN / CHUUSHOKU RUSH



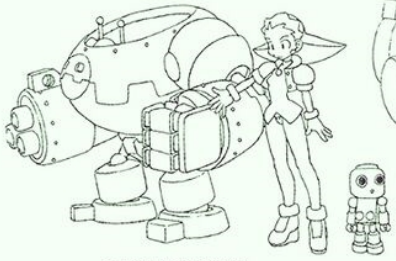


DASH

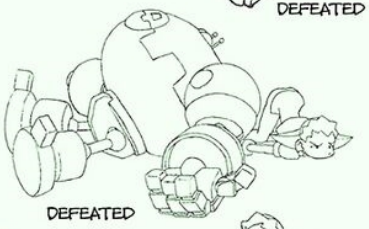
DEFEATED



STANDING MEDIUM PUNCH

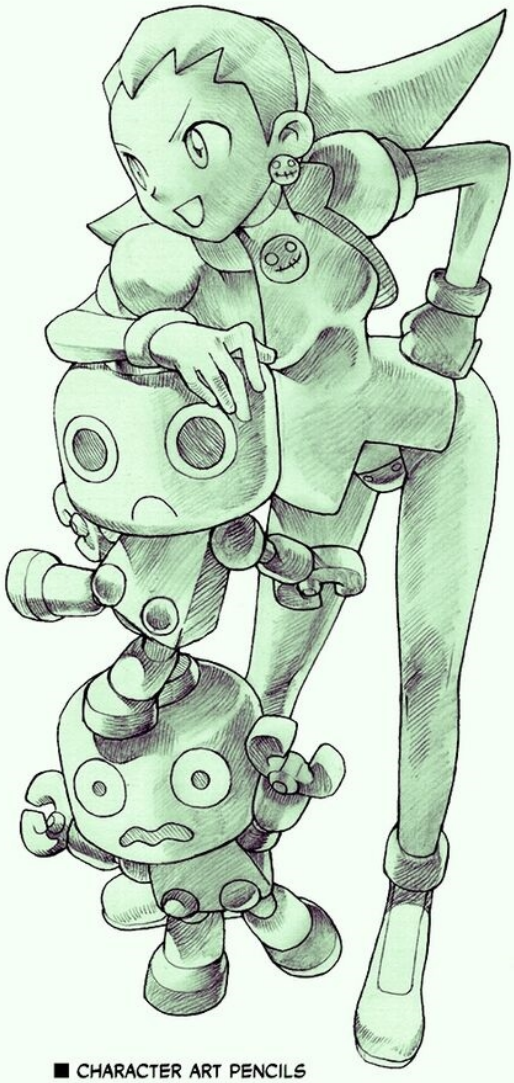


CHARACTER SIZE COMPARISON



DEFEATED

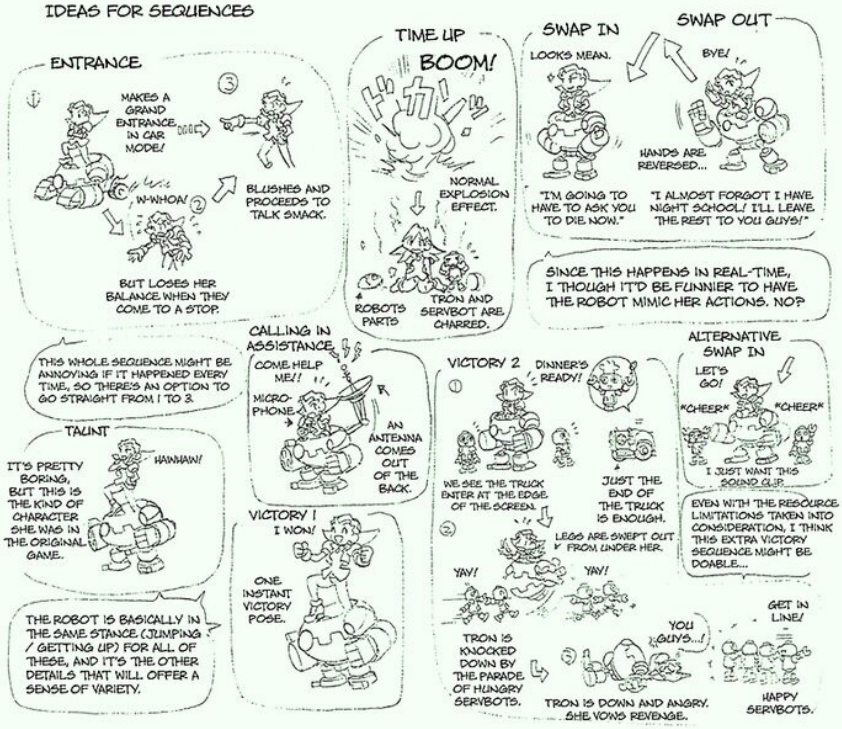
STANDING POSE



TRON BONNE

■ COMBAT ACTIONS

IDEAS FOR SEQUENCES


ENTRANCE
MAKES A GRAND ENTRANCE IN CAR MODE!
W-WHOA!
BLUSHES AND PROCEEDS TO TALK SMACK.
BUT LOSES HER BALANCE WHEN THEY COME TO A STOP.
TIME UP
BOOM!
NORMAL EXPLOSION EFFECT.
ROBOT'S PARTS
TRON AND SERVBOT ARE CHARRED.
SWAP IN
SWAP OUT
LOOKS MEAN.
BYE!
HANDS ARE REVERSED...
"I'M GOING TO HAVE TO ASK YOU TO DIE NOW."
"I ALMOST FORGOT I HAVE NIGHT SCHOOL! I'LL LEAVE THE REST TO YOU GUYS!"
SINCE THIS HAPPENS IN REAL-TIME, I THOUGH IT'D BE FUNNIER TO HAVE THE ROBOT MIMIC HER ACTIONS. NO?
THIS WHOLE SEQUENCE MIGHT BE ANNOYING IF IT HAPPENED EVERY TIME, SO THERES AN OPTION TO GO STRAIGHT FROM 1 TO 3.
TAUNT
IT'S PRETTY BORING, BUT THIS IS THE KIND OF CHARACTER SHE WAS IN THE ORIGINAL GAME.
HAHAHA!
THE ROBOT IS BASICALLY IN THE SAME STANCE (JUMPING / GETTING UP) FOR ALL OF THESE, AND IT'S THE OTHER DETAILS THAT WILL OFFER A SENSE OF VARIETY.
CALLING IN ASSISTANCE
COME HELP ME!!
MICRO-PHONE
AN ANTENNA COMES OUT OF THE BACK.
VICTORY !
I WON!
ONE INSTANT VICTORY POSE.
VICTORY 2
DINNER'S READY!
WE SEE THE TRUCK ENTER AT THE EDGE OF THE SCREEN.
JUST THE END OF THE TRUCK IS ENOUGH.
LEGS ARE SWEPT OUT FROM UNDER HER.
YAY!
YAY!
TRON IS KNOCKED DOWN BY THE PARADE OF HUNGRY SERVBOTS.
YOU GUYS...!
GET IN LINE!
TRON IS DOWN AND ANGRY. SHE VOWS REVENGE.
HAPPY SERVBOTS.
ALTERNATIVE SWAP IN
LET'S GO!
"CHEER"
"CHEER"
I JUST WANT THIS GOING A LIP.
EVEN WITH THE RESOURCE LIMITATIONS TAKEN INTO CONSIDERATION, I THINK THIS EXTRA VICTORY SEQUENCE MIGHT BE DOABLE...

■ CHARACTER ART PENCILS

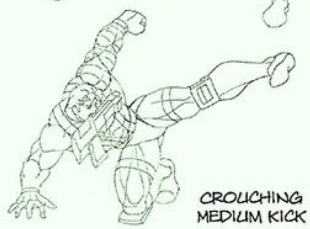
■ CHARACTER ART PENCILS

■ COMBAT ACTIONS

VIPER BEAM

TAUNT

STANDING POSE



CROUCHING MEDIUM KICK

CRACKDOWN

STANDING LIGHT KICK

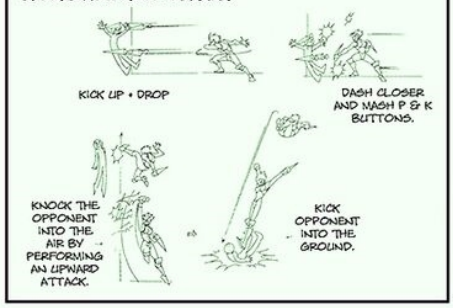
AERIAL START

CABLE

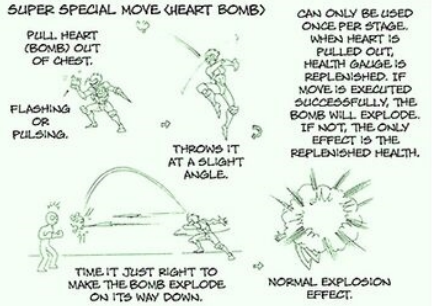
■ CHARACTER ART PENCILS

■ COMBAT ACTIONS

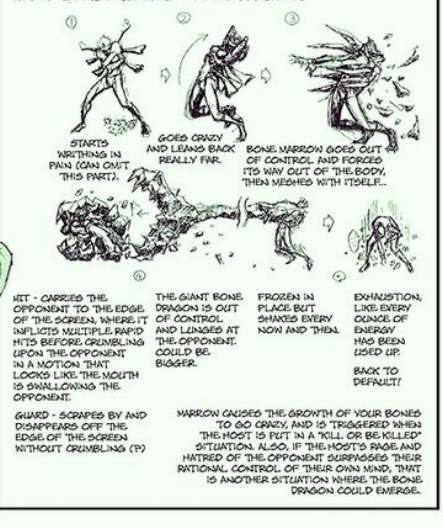
SPECIAL MOVE (PIN + PUMMEL)


KICK UP + DROP
DASH CLOSER AND MASH P & K BUTTONS.
KNOCK THE OPPONENT INTO THE AIR BY PERFORMING AN UPWARD ATTACK.
KICK OPPONENT INTO THE GROUND.

SUPER SPECIAL MOVE (HEART BOMB)


PULL HEART (BOMB) OUT OF CHEST.
FLASHING OR PULSING.
THROWS IT AT A SLIGHT ANGLE.
CAN ONLY BE USED ONCE PER STAGE. WHEN HEART IS PULLED OUT, HEALTH GAUGE IS REPLENISHED. IF MOVE IS EXECUTED SUCCESSFULLY, THE BOMB WILL EXPLODE. IF NOT, THE ONLY EFFECT IS THE REPLENISHED HEALTH.
TIME IT JUST RIGHT TO MAKE THE BOMB EXPLODE ON ITS WAY DOWN.
NORMAL EXPLOSION EFFECT.

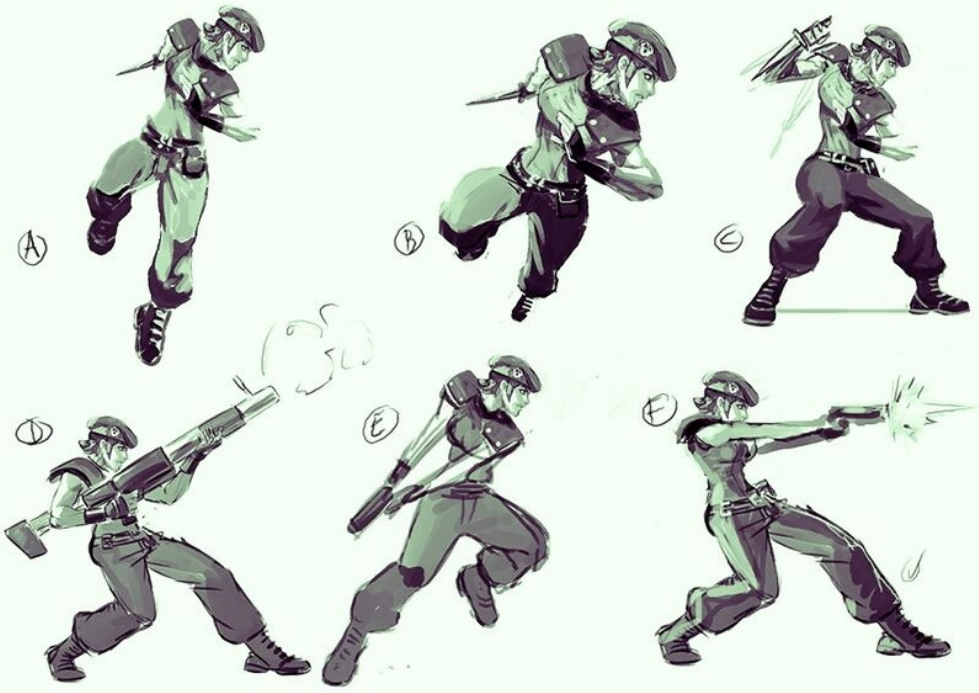
HYPER COMBO (IDEA 2 - "BONE DRAGON")


STARTS WRITHING IN PAIN (CAN OMIT THIS PART).
GOES CRAZY AND LEANS BACK REALLY FAR.
BONE MARROW GOES OUT OF CONTROL AND FORCES ITS WAY OUT OF THE BODY, THEN MESHES WITH ITSELF...
HIT - CARRIES THE OPPONENT TO THE EDGE OF THE SCREEN, WHERE IT INFLICTS MULTIPLE RAPID HITS BEFORE CRUMBLING UPON THE OPPONENT IN A MOTION THAT LOOKS LIKE THE MOUTH IS SWALLOWING THE OPPONENT.
THE GIANT BONE DRAGON IS OUT OF CONTROL AND LUNGES AT THE OPPONENT. COULD BE BIGGER.
FROZEN IN PLACE BUT SHAKES EVERY NOW AND THEN.
EXHAUSTION, LIKE EVERY OUNCE OF ENERGY HAD BEEN USED UP.
BACK TO DEFAULT!
GUARD - SCRAPES BY AND DISAPPEARS OFF THE EDGE OF THE SCREEN WITHOUT CRUMBLING (?)
MARROW CAUSED THE GROWTH OF YOUR BONES TO GO CRAZY, AND IS TRIGGERED WHEN THE HOST IS PUT IN A "KILL OR BE KILLED" SITUATION. ALSO, IF THE HOST'S RAGE AND HATRED OF THE OPPONENT SURPASSES THEIR RATIONAL CONTROL OF THEIR OWN MIND, THAT IS ANOTHER SITUATION WHERE THE BONE DRAGON COULD EMERGE.

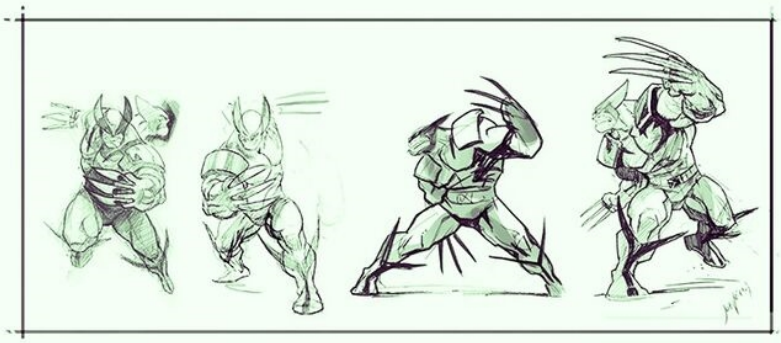
MARROW

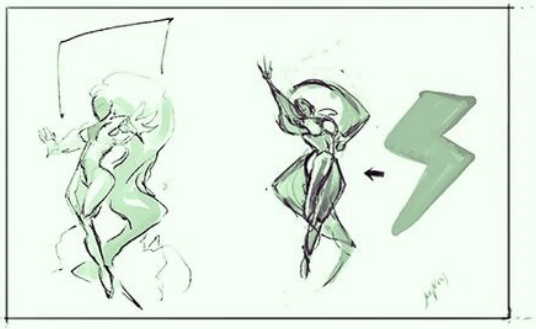
■ CHARACTER ART PENCILS

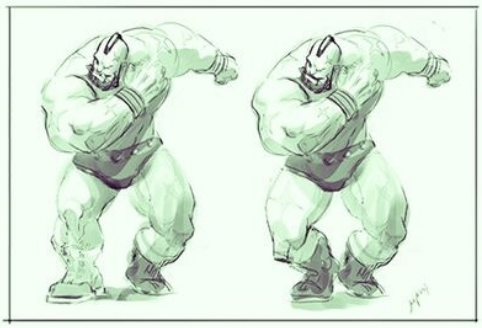
■ MARVEL VS. CAPCOM 2 - XBOX360/ PS3 VERSION ROUGH SKETCHES
■ ARTIST: JOE VRIENS

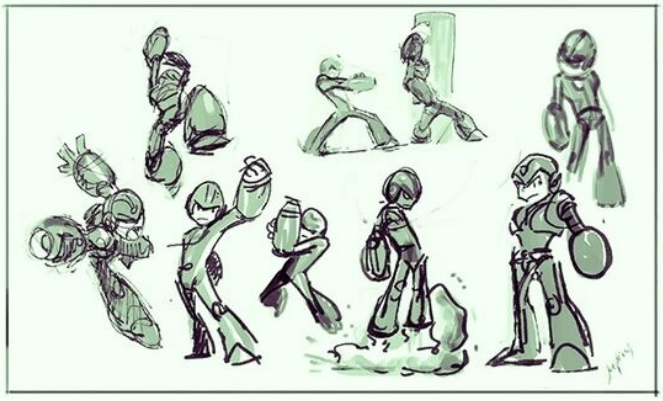


■ MARVEL VS. CAPCOM 2 - XBOX360/ PS3 VERSION ROUGH SKETCHES
■ ARTIST: JOE VRIENS

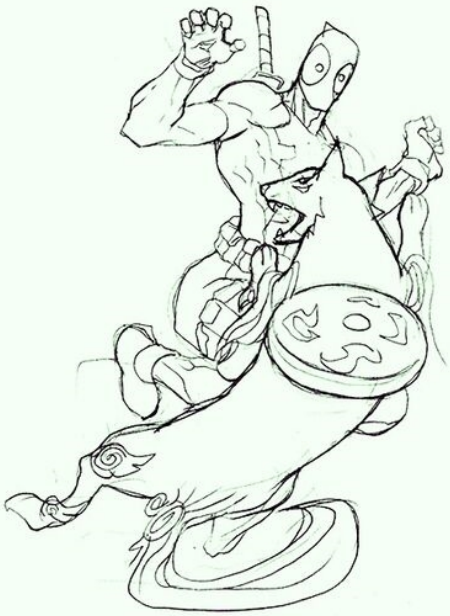


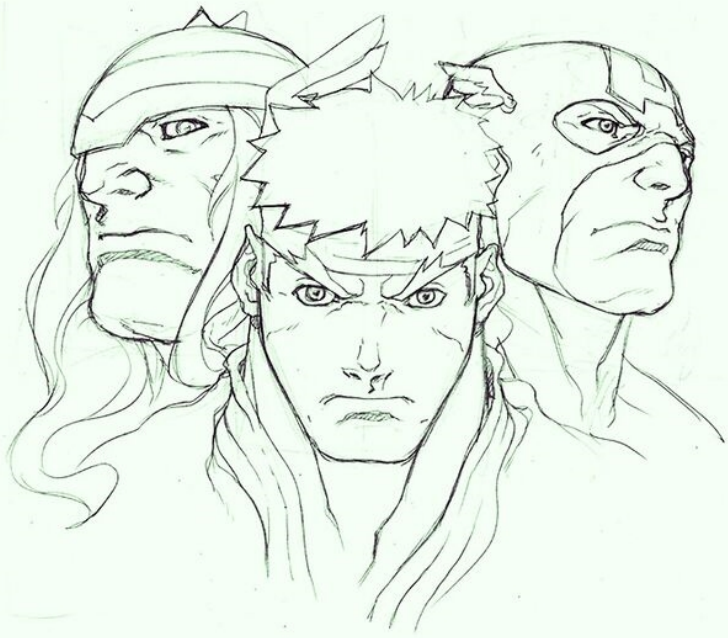


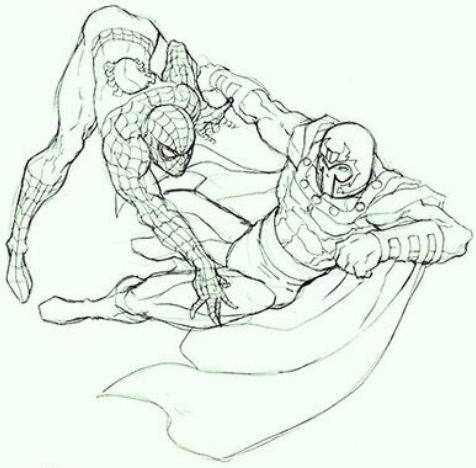


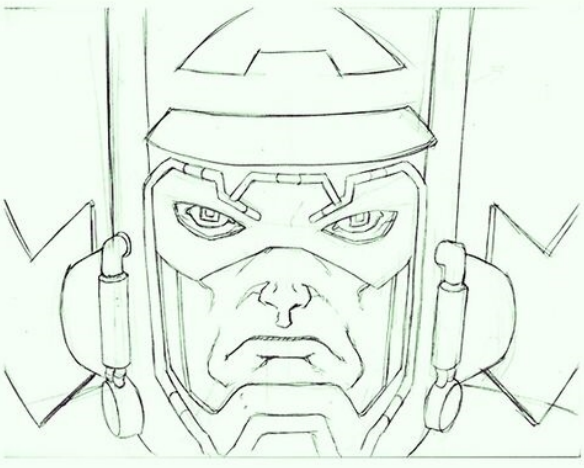


■ MARVEL VS. CAPCOM 3 - UNUSED PROMOTIONAL ART ROUGH SKETCHES
■ ARTIST: JOE NG

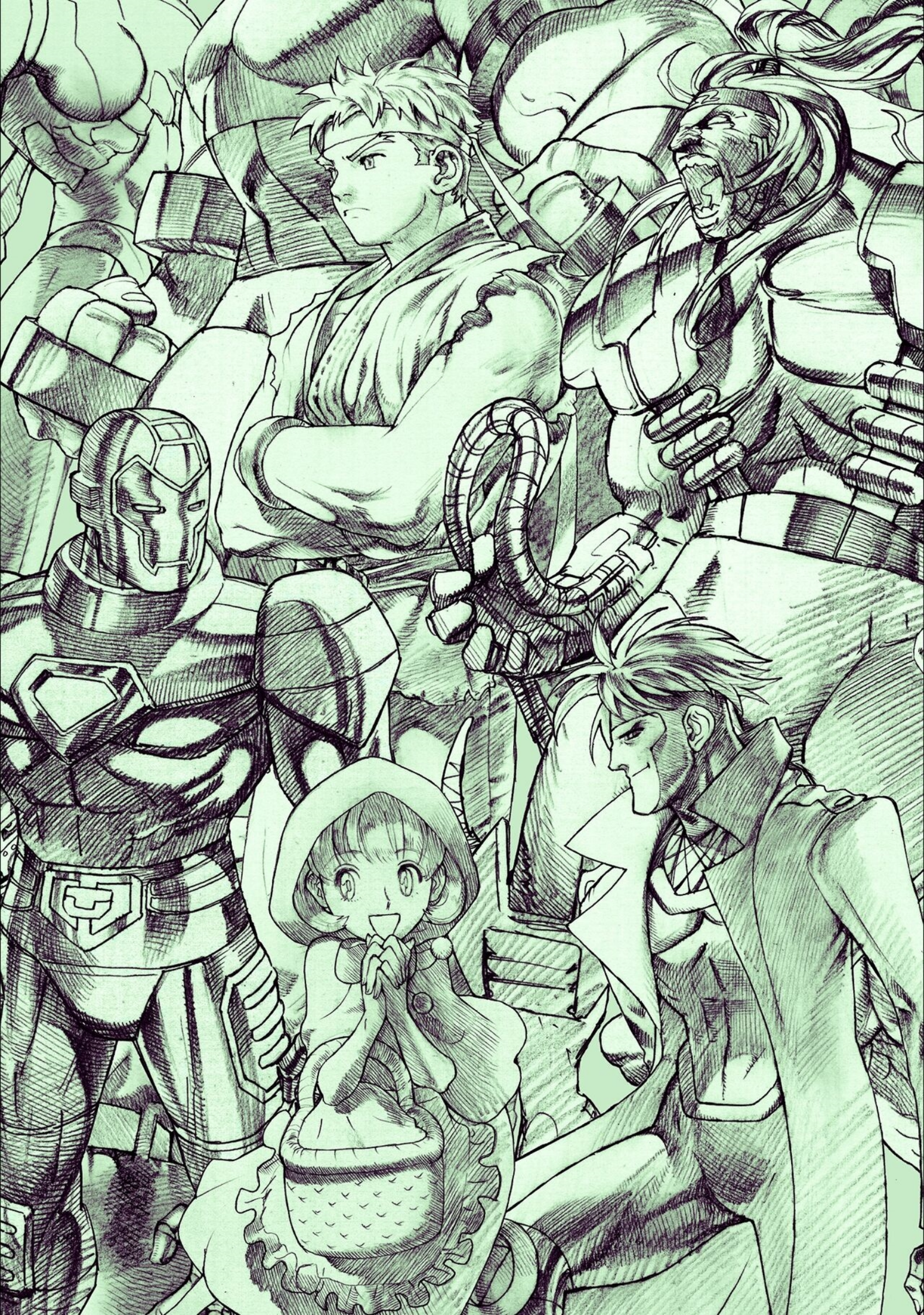








JUSTICE
EPIC
DESTROY



MARVEL VS CAPCOM: OFFICIAL COMPLETE WORKS

CHARACTER GLOSSARY

AKUMA — CAPCOM

DEBUT	Street Fighter II Turbo(1993)
INFO	Akuma is a merciless fighter known as the "Master of the Fist". His goal is to lead Ryu down the dark path of the "Satsui no Hadou" and forge him into what he deems to be a worthy opponent for the ultimate battle to the death. While his basic fighting style is based on Ansatsuken, he has also incorporated his mastery of the "Satsui no Hadou" into his attacks.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

AMATERASU — CAPCOM

DEBUT	Okami(2006)
INFO	One-hundred years ago, the sun goddess Amaterasu sealed away the eight-headed demon dragon Orochi, but lost her physical form due to injuries sustained in the fierce battle. Her spirit was contained within a statue, and she was later resurrected when darkness rose again, although without her Celestial Brush powers. She thus began a journey to restore beauty to Nippon while regaining her powers. Amaterasu is able to perform 13 types of miracles with the Celestial Brush, and wields a variety of divine weapons.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

AMINGO — CAPCOM

DEBUT	Marvel VS Capcom 2(2000)
INFO	Little is known about the bulbous cactus-man Amingo. It is said that he is searching the world for the source of a mysterious wind that has been destroying the plants in his homeland. Amingo is able to change the shape and form of his body to create giant fists, grow spikes, entangle his enemies in vines, and more. He can also summon other plant life to assist him.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ANAKARIS — CAPCOM

DEBUT	Darkstalkers(1994)
INFO	The 12th Pharaoh of an ancient Egyptian empire, Anakaris foresaw his kingdom's destruction, and entombed himself inside a pyramid so that he might one day be revived. After 5,000 years, and having gathered immense power, Anakaris traveled back in time to protect his people from the destructive forces that threatened them. Anakaris' mystic powers allow him to reshape his wrappings at will, and he uses this unique ability to create giant cobras, extend his height and reach, and wrap up his opponents.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ANITA — CAPCOM

DEBUT	Night Warriors - Darkstalkers Revenge(1995)
INFO	Anita lost all emotion when her family was slaughtered by a vicious Darkstalker. She is now the Darkhunter Donovan's constant companion. Anita possesses strong psychokinetic powers, including the ability to control Donovan's living sword, Dhylec.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

APOCALYPSE — MARVEL

DEBUT	X-Factor #5(1986)
INFO	Born to an Egyptian tribe nearly five thousand years ago, En Sabah Nur is one of the oldest and most powerful known mutants. As Apocalypse, he lives by the creed "survival of the fittest" and endeavors to destroy all those he deems weak, be they human or mutant. Apocalypse has many superhuman abilities that stem from both his mutant genes and his use of alien technology. He has total control of the molecules in his body, allowing him to change his shape and size, create weaponry, absorb and project energy, regenerate from injuries, and more. Most impressively, he has proven himself to be virtually immortal thus far.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ARTHUR

CAPCOM

DEBUT	Ghosts & Goblins(1985)
INFO	Arthur is a legendary knight who ventured bravely into the demon world to save a princess kidnapped by Satan. While best known for his unwavering courage in the face of terrifying monsters and life-threatening traps, Arthur also enjoys wearing strawberry-print boxer shorts. He is skilled at rapidly hurling spears, swords, and other weapons toward his enemies. When wearing gold armor, he gains the ability to use magic.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	**MvC3**	**UMvC3**

B.B.HOOD

CAPCOM

DEBUT	Darkstalkers 3(1997)
INFO	Baby Bonnie Hood is a Darkhunter, tasked with killing Darkstalkers to collect their valuable organs, blood, and other bodily fluids. Despite her innocent appearance, B.B. Hood is a vicious killer who enjoys hunting her prey. Her picnic basket conceals many weapons, including a machine gun, fire bottle, and a missile launcher.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	**MvC2**	MvC3	UMvC3

BLACKHEART

MARVEL

DEBUT	Daredevil #270(1989)
INFO	Blackheart is the son of Mephisto, the immortal demon of evil. As Mephisto's creation, he seeks to understand the nature of evil, and has attempted to corrupt many superheroes including Daredevil, Spider-Man, and Wolverine. Blackheart's demonic nature gives him superior strength, speed, and endurance. He also has telekinetic and telepathic powers that allow him to fly, teleport, alter his size, and control dark energy.

PLAYABLE IN	X:COTA	**MSH**	XvSF	**MvSF**	MvC	**MvC2**	MvC3	UMvC3

C.VIPER

CAPCOM

DEBUT	Street Fighter IV(2008)
INFO	When it comes to work, secret C.I.A. operative Crimson Viper is all business, leaving honor and emotions behind. Her diligence and efficiency earned her the nickname "Miss Perfect". However, in front of her daughter she becomes a gentle, loving mother. Her impressive physical abilities are complemented by her special battle suit, which is outfitted with weaponry from head to toe. She uses a fighting style called "covert fighting tools", which she developed herself.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	**MvC3**	**UMvC3**

CABLE

MARVEL

DEBUT	Uncanny X-Men #201(1986)
INFO	Nathan Summers is the son of the X-Man Cyclops and Madelyne Pryor, a clone of Jean Grey. After being infected with a techno-organic virus as an infant, Nathan was brought to a distant future where members of Clan Askani trained him to mentally keep the virus at bay. As an adult, Nathan took the name Cable when he time-traveled back to the past in pursuit of his own evil clone. While Cable's mutation gives him the powers of telepathy and telekinesis, he also has a fondness for large guns and other ballistic weapons.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	**MvC2**	MvC3	UMvC3

CAMMY

CAPCOM

DEBUT	Street Fighter II: The New Challengers(1993)
INFO	Cammy White, once known by the codename "Killer Bee", is a clone of M. Bison created as a backup body to house his soul in the event of his death. After being freed from Bison's control, Cammy joined the British MI6 unit Delta Red. Her Shadaloo and Delta Red training have forged her into a skilled fighter, and she is infamous for her spinning kicks.

PLAYABLE IN	X:COTA	MSH	**XvSF**	MvSF	MvC	**MvC2**	MvC3	UMvC3

CAPTAIN AMERICA

MARVEL

DEBUT	Captain America Comics #1(1941)
INFO	Steve Rogers already had a deep love for his country and an unparalleled sense of justice to begin with, but when he received the Super Soldier Serum, he was reborn as Captain America, one of today's most respected heroes. He has also been the long-time leader of the Avengers, a group of superheroes dedicated to keeping the world safe from harm. "Cap" is extremely proficient in boxing, judo, aikido, and various other fighting disciplines. He also carries an indestructible shield made from a vibranium-steel alloy, and utilizes it in a variety of weapons-based fighting styles.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

CAPTAIN COMMANDO

CAPCOM

DEBUT	Captain Commando Challenge Series(1986)
INFO	In the year 2026, Captain Commando protects Metro City from the evil terrorist organization Scumocide. He utilizes a variety of heroic equipment, including the Captain Goggles, Captain Boots, and Captain Gauntlet. The Captain is also backed up by the Commando Team: Mack - the Mummy Commando, Ginzu - the Ninja Commando, and Baby Head - the Baby Commando!

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

CHARLIE

CAPCOM

DEBUT	Street Fighter Alpha(1995)
INFO	Guile's longtime best friend, Charlie Nash is a lieutenant in the United States Air Force. Charlie's mission is to locate Shadaloo leader M. Bison and uncover corruption within the United States military. Charlie is skilled in unarmed, hand-to-hand combat, and his signature moves include the Somersault Kick, Moonsault Slash, and one-armed Sonic Boom.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

CHRIS

CAPCOM

DEBUT	Resident Evil(1996)
INFO	Ever since the Raccoon City incident, Chris Redfield has been fighting ceaselessly against the spread of bioterrorism, which was continued despite the dissolution of the Umbrella Corporation. He also searches for his former partner Jill, whose current whereabouts are unknown. Chris has plenty of experience with all types of weapons and is skilled in hand-to-hand combat, as well as knife combat.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

CHUN-LI

CAPCOM

DEBUT	Street Fighter II(1991)
INFO	Nicknamed the "strongest woman in the world", Interpol officer Chun-Li tirelessly continues her investigation to take down the criminal organization Shadaloo. While her strong sense of duty and obligation is readily apparent, she also longs to live the life of an ordinary woman. Extremely proficient in kung-fu, she is more well-known for her varied and beautiful kicks than her punches. Like Ryu, she is able to utilize her spiritual "ki" energy in battle.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

COLOSSUS

MARVEL

DEBUT	Giant-Size X-Men #1(1975)
INFO	Piotr Rasputin is a Russian mutant, raised on a farm in Siberia. Recruited into the X-Men by Charles Xavier, Piotr took the codename Colossus, and now fights to make Xavier's dream of peace between humans and mutants a reality. Colossus has the ability to transform his body into "organic steel", growing in size and gaining superhuman strength when he does so. In this armored form, Colossus is resistant to injury, and does not need to eat, drink, or even breathe to survive.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

CYCLOPS

MARVEL

DEBUT	The X-Men #1(1963)
INFO	The longtime leader of the X-Men, Scott Summers is a mutant with the ability to shoot powerful energy blasts from his eyes. As a boy, Scott received a head injury, which damaged his ability to control his powers. Now, the only way he can control his energy blasts is through the use of a ruby quartz visor or pair of sunglasses, which he must wear at all times. Cyclops' optic blasts do not generate heat, and instead deliver pure concussive force without recoil. Through the use of his visor, Cyclops can vary the size and intensity of the blasts.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DAN

CAPCOM

DEBUT	Street Fighter Alpha(1995)
INFO	Dan Hibiki is the head of the little-known Saikyo-ryu school of martial arts. He was once a pupil of Gouken's alongside Ryu and Ken, but was ejected from Gouken's dojo for harboring a single-minded goal of revenge against his father's killer. Dan's repertoire of fighting moves is mostly made up of weak, ineffective copies of Ryu's techniques (though Dan would claim it was Ryu who stole them from him!). Dan is especially skilled at taunting his opponents.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DANTE

CAPCOM

DEBUT	Devil May Cry(2001)
INFO	Dante is a half-man, half-demon born from the Legendary Dark Knight Sparda and his human wife Eva. When he was still young, Dante's mother was killed in a demon attack. To hunt down those responsible, he became a devil hunter and opened up a shop called "Devil May Cry". Dante is lethally skilled with a variety of weapons, but he most often uses a large sword called Rebellion and twin handguns dubbed Ebony and Ivory. He can also transform into a demon through his Devil Trigger ability, gaining access to new powers.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DEADPOOL

MARVEL

DEBUT	New Mutants #98(1991)
INFO	To cure his terminal lung cancer, Wade Wilson attempted to artificially obtain mutant powers. While he was ultimately successful – obtaining a healing factor and enhanced physical conditioning – the side effects of this procedure disfigured him and also caused psychological damage. Although he loves having cheerful conversations, his madness is such that no one really knows when he is joking and when he is deadly serious. Deadpool specializes in close-quarters combat, and his assassination skills are unparalleled. He also uses various weapons in battle including handguns, machine guns, grenades, swords, nunchaku, etc. He also has a teleporting device on his belt, but it tends to malfunction easily.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DHALSIM

CAPCOM

DEBUT	Street Fighter II(1991)
INFO	Skilled in the art of yoga, Dhalsim is a pacifist seeking to help his poor, ailing village however he can. Dhalsim's mastery of yoga allows him to stretch his arms and legs in astounding ways. He is also able to breathe flames, a skill bestowed upon him by Agni, the Hindu god of fire.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DOCTOR DOOM

MARVEL

DEBUT	Fantastic Four #5(1962)
INFO	Victor von Doom is a masked, genius scientist with aims of world domination. While his physical strength is only average at best, the technologically-advanced weapons he develops and his carefully-laid, sinister plans have long made Doctor Doom a worthy adversary of any superhero. He is a genius in physics, robotics, cybernetics, genetics, weapons technology, bio-chemistry, and time travel. He is also self-taught in the mystic arts, and is a natural leader, brilliant strategist, and sly deceiver. Doom is a force to be reckoned with in direct combat as well; his armor is loaded with gimmicks, including a high-powered blaster on his waist holster.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DOCTOR STRANGE

MARVEL

DEBUT	Strange Tales #110(1963)
INFO	After studying under the tutelage of the Ancient One, former surgeon Stephen Strange became the Earth's greatest sorcerer and hero. Having gained superior insight and knowledge through his studies and consultation with other heroes, Strange acts as an authority on all things related to the paranormal. One of the most powerful sorcerers in existence, Strange's powers include astral manipulation and projection, teleportation, illusion-crafting, and more. He utilizes a variety of magical items, such as the Eye of Agamotto, the Cloak of Levitation, and the Wand of Watoomb.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

DORMAMMU

MARVEL

DEBUT	Strange Tales #126(1964)
INFO	Formerly a being made of energy residing in the Chaos Dimension, Dormammu gained a body made of metal and crossed over to the real world in the hopes of conquering it. Currently he serves as the ruler of the mysterious Dark Dimension. He has a host of unique abilities, including matter transmutation, interdimensional teleportation, size and shape alteration, element control, telepathy, creation of artificial beings, and empowerment of others.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

FELICIA

CAPCOM

DEBUT	Darkstalkers(1994)
INFO	Felicia is a very kind and cheerful catwoman who was taken in by a gentle nun named Rose. After Rose died, she left home to pursue her dream of becoming a music star. In order to help children who were orphaned like her, she became a nun herself and now works at an orphanage. Felicia can fight with her razor sharp claws and other feline abilities. She can also transform fully into a cat.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

FIREBRAND

CAPCOM

DEBUT	Ghosts & Goblins(1985)
INFO	Firebrand is a type of gargoyle known as a Red Arremer. He will fearlessly stand up to any threat posed to his home, the Demon Village. Firebrand is considered to be an elite warrior among the Red Arremers, gaining him hero status among his peers. He can spit fireballs from his mouth, fly, and cling to walls, among other abilities.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

FRANK WEST

CAPCOM

DEBUT	Dead Rising(2006)
INFO	Although he's "just" a photojournalist, if there's a scoop to be had, Frank's got the courage to take anyone on and the strength to back it up – after all, he's covered wars, you know. His willingness to dive headfirst into any dangerous situation has saved his life as many times as it has endangered it. Frank has a number of professional wrestling moves at his disposal, and his tough spirit helps him survive under even the most extreme conditions. While he doesn't carry weapons, he is good at thinking on his feet and utilizing objects in his surroundings, such as golf clubs, benches, and bicycles – basically, whatever he can get his hands on.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

GALACTUS

MARVEL

DEBUT	Fantastic Four #48(1966)
INFO	A survivor of the universe that preceded our own, the cosmic being known as Galactus is a devourer of worlds, constantly searching for new planets to satiate his never-ending hunger. Likened to a force of nature, Galactus is among the most powerful beings in existence. He has on occasion empowered others with a portion of his own "Power Cosmic", using them as heralds to seek out his next meal.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

GAMBIT

MARVEL

DEBUT	Uncanny X-men Annual #14(1990)
INFO	The "Ragin' Cajun" mutant Remy LeBeau is slick, suave, and a hopeless romantic. Though he has a checkered past as both a thief and a villain, he is also a longtime member of the X-Men. Gambit has the power to charge inorganic matter with kinetic energy, which is explosively released on impact. He favors throwing small objects like playing cards, as they can be charged quickly. Gambit is also an expert bo staff wielder.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
			XvSF		**MvC**	**MvC2**		

GHOST RIDER

MARVEL

DEBUT	Marvel Spotlight #5(1972)
INFO	Bonded to the demon Zarathos through Mephisto's actions, Johnny Blaze became Ghost Rider, the motorcycle-riding spirit of vengeance. Ghost Rider can summon hellfire, and is also a world-class motorcyclist. Anyone who falls victim to his Penance Stare will experience firsthand all the pain and suffering they have inflicted on others. He also controls mystical chains that can transform into other weapons.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
								UMvC3

GUILE

CAPCOM

DEBUT	Street Fighter II(1991)
INFO	A lieutenant in the United States Air Force, Guile became obsessed with taking down M. Bison and Shadaloo after the death of his best friend and mentor, Charlie. Guile's fighting style blends martial arts with professional wrestling moves. His signature attacks include the two-armed Sonic Boom, the Somersault Kick, and the Sonic Hurricane.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
						MvC2		

HAGGAR

CAPCOM

DEBUT	Final Fight(1989)
INFO	Mike Haggar is a former professional wrestler who became the mayor of Metro City. He once teamed up with his friends Cody and Guy to take on the Mad Gear crime syndicate, paying back in spades the destruction the gang had caused throughout Metro City. Haggar's pro-wrestling moves and explosive power combine to form an arsenal of devastatingly powerful attacks – and be it a steel pipe, a two-by-four, or a hammer, any weapon he swings becomes even more dangerous with Haggar's full force behind it.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
							MvC3	**UMvC3**

HAWKEYE

MARVEL

DEBUT	The Avengers #16(1965)
INFO	Trained at an early age to be a master archer by a traveling circus, Clint Barton joined the Avengers as Hawkeye in order to protect the world from evil. While a bit overconfident and rash in his actions, he is usually the one rallying his comrades on the battlefield, lifting their spirits. Hawkeye can fire arrows with precision at incredible speeds, even in the worst conditions. He carries a custom-made bow and specialized arrows.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
								UMvC3

HAYATO

CAPCOM

DEBUT	Star Gladiator(1996)
INFO	Hayato Kanzaki is a rebellious young bounty hunter hailing from the year 2348. He fights to protect the Earth from Dr. Bilstein and the invading Fourth Empire. Hayato wields a Plasma Sword, an energy weapon that draws its power from the energy of the human mind itself.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
						MvC2		

HULK

MARVEL

DEBUT	The Incredible Hulk #1(1962)
INFO	A brilliant scientist, Bruce Banner accidentally absorbed huge amounts of gamma radiation during a bomb test. As a result, when his anger or negative emotions reach a boiling point, he transforms into the green-skinned Hulk, complete with incredible power that sets the standard for strength. As the Hulk, he is one of the most powerful beings on the planet, with a body that can withstand even the most extreme conditions.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

HSIEN-KO

CAPCOM

DEBUT	Night Warriors - Darkstalkers Revenge(1995)
INFO	Hsien-Ko and Mei-Ling are twin sisters who transformed themselves into an undead jiangshi using Igyo Tenshin-no-Jutsu, a forbidden form of magic. They fight to save their mother's soul from the darkness. Hsien-Ko does the fighting, while Mei-Ling transformed into the demon-warding talisman on her hat in order to keep Hsien-Ko's powers under control. Hsien-Ko fights using a unique style of Chinese martial arts blended with techniques passed down through Senjutsu. She also uses hidden weaponry, such as steel talons, a gong, and various random items.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ICEMAN

MARVEL

DEBUT	The X-Men #1(1963)
INFO	Bobby Drake is Iceman, a mutant with cryokinetic abilities. While he is a founding member the X-Men, he has also been a part of other superhero teams, including the Champions, the Defenders, and X-Factor. Iceman can freeze anything around him and also transform his body into ice. He uses his powers to create giant ice slides he can ride, and as well as fire ice blasts and frozen projectiles.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

IRON FIST

MARVEL

DEBUT	Marvel Premiere #15(1974)
INFO	Having studied martial arts in the mystic city of K'un L'un for ten years, Daniel Rand was the fighting art's strongest student. After defeating the dragon known as Shou-Lao the Undying, he gained the title of Iron Fist. Danny is a master of hand-to-hand fighting, specializing in close combat. Having mastered the secret arts of the K'un L'un, he is able to harness his spiritual energy, or "chi", focusing the energy in his fist and infusing it with iron-like strength. He can also use his powers to heal people.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

IRON MAN

MARVEL

DEBUT	Tales of Suspense #39(1963)
INFO	Captured by a terrorist group in a war-torn region, brilliant technical engineer Tony Stark created a battle suit to help him escape. Afterward, he improved the battle suit to become Iron Man, and has dedicated himself to fighting for peace ever since. Tony uses his sharp mind and keen intellect to maintain and improve the suit. As Iron Man, he can fly and is equipped with several weapons, including the repulsor rays he can fire from both hands, anti-tank missiles, and the UniBeam he fires from his chest.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

JILL

CAPCOM

DEBUT	Resident Evil(1996)
INFO	Jill Valentine is a member of S.T.A.R.S. and Chris Redfield's longtime partner. She once saved Chris during a fight by throwing herself and Wesker off of a cliff. Her body was never found, and she was presumed dead; however, she actually survived the fall, but was taken by Wesker for one of his experiments. After being subjected to Uroboros tests, she was outfitted with a mind control device, turning her into Wesker's puppet. Jill's many skills include bomb disposal, hand-to-hand combat, masterful lock-picking, and expert firearms handling learned during American military training.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

JIN

CAPCOM

DEBUT	Cyberbots(1995)
INFO	Near the end of the 21st century, Jin Saotome pilots the BX-02 Blodia, a competitive battle mech known as a "Variant Armor" (VA). After his father's death, Jin vowed to become the best pilot on the VA battle circuit. While he is a trained fighter, Jin is not above summoning his mech to help him defeat an opponent.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

JUGGERNAUT

MARVEL

DEBUT	The X-Men #12(1965)
INFO	Cain Marko is a longtime enemy of the X-Men, and the stepbrother of Professor Charles Xavier. During his military service in Asia, Cain stumbled upon an ancient temple housing the Crimson Gem of Cytorrak, which magically transformed him into the unstoppable Juggernaut. As the Juggernaut, he possesses incredible strength and endurance, as well as invulnerability. It is also said that the Juggernaut is literally unstoppable - once in motion, no outside force can bring him to a halt.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

KEN

CAPCOM

DEBUT	Street Fighter(1987)
INFO	U.S. Martial Arts champion Ken Masters is a student of Ansatsuken karate, and best friend and rival to Ryu. He is quite a bit more outgoing and fun-loving than Ryu, and is heir to the Masters family fortune. Though his fighting style is quite similar to Ryu's, Ken has developed and mastered his own signature moves like the Shinryuken and the Shoryu-Reppa.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

M.BISON

MARVEL

DEBUT	Street Fighter II(1991)
INFO	Leader of the criminal organization known as Shadaloo, M. Bison seeks nothing less than world domination. He commands an army of soldiers, including his personal guard, the Dolls. Bison is obsessed with power and immortality, and has engineered several schemes to save himself in the event of his death. He controls a unique energy known as "Psycho Power", which allows him to shoot energy blasts, teleport, and fly.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

M.O.D.O.K.

MARVEL

DEBUT	Tales of Suspense #93(1967)
INFO	Formerly just a regular human, George Tarleton was forced to become a living human experiment and subsequently turned into M.O.D.O.K. (Mental Organism Designed Only for Killing). Calling himself the Scientist Supreme, he used his vast intellect and psionic powers to annihilate all those who were involved in his experiment. Combat-wise, he is capable of launching various types of attacks using his psionic powers, and his calculation abilities are superhuman. His hover-chair is outfitted with various weapons designed for killing as well.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

MAGNETO

MARVEL

DEBUT	The X-Men #1(1963)
INFO	A survivor of the Auschwitz concentration camp during World War II, Erik "Magnus" Lensherr came to believe that genetically superior mutants should be the ones to rule over mankind. Fighting for the sake of mutantkind, he is a calculating character who stops at nothing to achieve his goals. True to his namesake, Magneto has the power to manipulate magnetism and metal at will. He can create magnetic barriers that are able to withstand nuclear explosions, and by altering Earth's geomagnetism, he can affect changes in the planet's crust, and even ignite volcanoes. While Magneto doesn't carry a weapon, he can – and often does – fashion them out of anything that can be manipulated by his magnetic powers.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

MARROW

MARVEL

DEBUT	Cable #15(1994)
INFO	Marrow is a violent mutant whose bones grow out of her skin, and can be removed to be used as clubs and knives. Marrow was raised by the sewer-dwelling mutants known as the Morlocks, and later formed her own rebellious splinter group called Gene Nation. While she is notoriously anti-social, the X-Men took Marrow in with the hope of reforming her. Though she initially had little control over her powers, thanks to a mix of alien and government technology she can now use her powers to create armor, spears, projectiles, and more.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

MEGA MAN

CAPCOM

DEBUT	Mega Man(1987)
INFO	Created by Dr. Light to be a lab assistant, the robot Rock was later modified into the super fighting robot Mega Man to battle the evil Dr. Wily and his Robot Masters. Mega Man is equipped with a powerful arm cannon called the Mega Buster that can be charged to unleash even stronger blasts of energy, but he is perhaps best known for his ability to absorb and utilize the weapons of defeated opponents, granting him a large, versatile arsenal of weaponry. He is also assisted by various support robots, like his canine partner Rush, the mechanical bird Beat, and the item-carrying Eddie.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

MORRIGAN

CAPCOM

DEBUT	Darkstalkers(1994)
INFO	Morrigan Aensland is a succubus, a demonic creature able to seduce men. She is well known for her voluptuous figure and her titillating clothing. Although she is the head of the Aensland house, one of the three major houses of the demon world of Makai, she often abandons her dull duties to go look for excitement in the human world. The large wings on her back can transform into a jet booster, a large sickle, drills, and more as needed. She is also able to drain her opponent's energy, and create temporary copies of herself.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

NEMESIS T-TYPE

CAPCOM

DEBUT	Resdient Evil 3(1999)
INFO	A tyrant-type B.O.W. (bio-organic weapon), Nemesis is tasked with eliminating S.T.A.R.S. and anyone connected to them. Endowed by the Nemesis parasite with monstrous strength, enhanced stamina, and a fair amount of intelligence, he is able to carry around and wield a rocket launcher with dangerous effectiveness. He can also spawn tentacles that are capable of stabbing or strangling his prey.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

NOVA

MARVEL

DEBUT	Nova #1(1976)
INFO	Chosen by the dying alien Rhomann Dey to receive his Nova Corps powers, Richard Rider began his new life as a superhero. His battles take him all throughout the universe, fighting evil wherever he is needed. In addition to superhuman strength and durability, Nova can fly through space at supersonic speeds. He can also absorb and reflect energy attacks.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

OMEGA RED

MARVEL

DEBUT	X-men Vol2 #4(1992)
INFO	Arkady Rossovich is a Russian serial killer and a mutant who was experimented on by the KGB in an attempt to create a super soldier along the lines of Captain America. The experiments transformed him into Omega Red, augmenting his already substantial mutant powers. As a mutant, Arkady already possessed increased strength, stamina, and reflexes, as well as the ability to emit "death spores" that can kill any humans in his vicinity. His transformation into Omega Red gifted him with retractable carbonadium tendrils implanted in his arms, which he uses as deadly whips in combat.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ONSLAUGHT

MARVEL

DEBUT	X-man #15(1996)
INFO	Onslaught is a psionic entity, created from the combined darkest emotions of both Charles Xavier and Magneto. He believes that neither humans nor mutants are worthy of inheriting the Earth, and that both races must be destroyed. Onslaught possesses the combined telepathic and magnetic abilities of Professor X and Magneto, as well as the telekinetic and reality-altering abilities of Nate Grey and Franklin Richards.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
					MvC			

PHOENIX

MARVEL

DEBUT	The X-Men #1(1963)
INFO	While returning from space, Jean Grey-Summers was exposed to lethal levels of solar radiation. Her life was saved by the cosmic entity known as the Phoenix Force, though its power has, at times, consumed her to the point of evil as Dark Phoenix. On her own, Phoenix specializes in telekinetic abilities, and her telepathic powers are so strong that she can control others' thoughts or force them into unconsciousness. As an avatar of the Phoenix Force, however, her abilities are augmented so tremendously that she has been known to wield the strength to destroy entire galaxies.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
							MvC3	**UMvC3**

PHOENIX WRIGHT

CAPCOM

DEBUT	Phoenix Wright: Ace Attorney(2001)
INFO	Phoenix Wright is a defense attorney who specializes in criminal law at the Wright & Co. Law Offices. He is well-known for being able to overcome impossible odds and turn even the bleakest of cases around, ensuring a "not guilty" verdict for every one of his clients – or at least those who are actually innocent. He is a skilled legal defender and has a keen sense of observation.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
								UMvC3

PSYLOCKE

MARVEL

DEBUT	Captain Britain #8(1976)
INFO	Betsy Braddock is the mutant twin sister of English superhero Captain Britain. Though originally British, the villainous Mojo and the Hand ninja clan switched Betsy's mind and intermingled her DNA with that of a ninja assassin named Kwannon, leaving her trapped in a new Asian body. Psylocke has the powers of telepathy and telekinesis, which she can focus into psychic knives and swords.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
	X:COTA	**MSH**				**MvC2**		

ROCKET RACOON

MARVEL

DEBUT	Marvel Preview #7(1976)
INFO	Rocket Raccoon is a raccoon from the planet Halfworld who has received several enhancements, increasing his intelligence and battle awareness. He protects the planet as a ranger, and currently ventures into the realm outside of Halfworld as an interplanetary explorer. Rocket Raccoon possesses the same heightened senses and speed as regular Earth raccoons, but his great degree of intelligence as well as his aptitude with various weapons make him deadly on the battlefield. His standard equipment includes rocket skates that allow for short-distance flights, a laser pistol, and a variety of heavy firearms.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
								UMvC3

ROGUE

MARVEL

DEBUT	Avengers Annual #10(1981)
INFO	A runaway, southern belle Rogue grew up as a member of the Brotherhood of Evil Mutants. Her mutant powers allow her to temporarily absorb the abilities and memories of anyone she touches even briefly, whether she wants to or not. After permanently absorbing the powers of the superhero Ms. Marvel, Rogue decided to reform, and joined the X-Men. Rogue permanently has Ms. Marvel's powers of flight, super strength, and near invulnerability.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
			XvSF			**MvC2**		

ROLL — CAPCOM

DEBUT	Mega Man(1987)
INFO	Rock (AKA Mega Man)'s younger sister, Roll was created to be a domestic cooking and cleaning robot. On those rare occasions that she finds herself in a fight, though, Roll can pack a punch with her "Roll Buster" arm cannon. She can also be surprisingly lethal with a broom. Like Mega Man, Roll is assisted by the support robots Rush, Beat, and Eddie.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
					●	●		

RUBY HEART — CAPCOM

DEBUT	Marvel VS Capcom 2(2000)
INFO	Ruby Heart is a mysterious French pirate, and the captain of a magical flying ship. Faced with the problem of how to deal with a dark force bent on destroying all life on Earth, Ruby Heart assembled the heroes of two universes to defeat the evil Abyss. Ruby Heart is not afraid to use barrels, anchors, or even her entire ship as a weapon in battle. She is also skilled in magic, able to summon columns of water or transform her body into a ball of energy.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
						●		

RYU — CAPCOM

DEBUT	Street Fighter(1987)
INFO	Ryu's name became famous among martial artists after he defeated the Muay Thai king in the first Street Fighter tournament. However, instead of basking in the limelight, Ryu began to wander the globe with a single goal in mind: to become a true warrior. He continues his journey even today, engaging in battles with fighters he meets along the way. Ryu utilizes a unique fighting style based on Ansatsuken, with elements of karate, judo, and taekwondo blended in. He is also able to use his spiritual "ki" energy to launch powerful attacks like the Hadoken.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
			●	●	●	●	●	●

SABRETOOTH — MARVEL

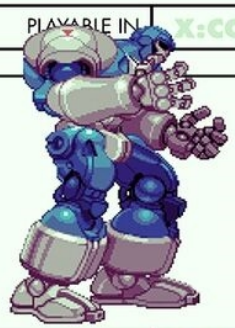
DEBUT	Iron Fist #14(1977)
INFO	The mutant killer Victor Creed was once a member of the Weapon X program, fighting alongside fellow mutant Wolverine as Sabretooth. Since that time he has worked as a mercenary, a criminal enforcer, and an assassin. Like Wolverine, Sabretooth has a powerful, accelerated healing factor. He also possesses enhanced strength, razor sharp claws, and superhuman tracking senses.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
			●			●		

SAKURA — CAPCOM

DEBUT	Street Fighter Alpha 2(1996)
INFO	Japanese schoolgirl Sakura Kasugano became obsessed with fighting after a chance encounter with Ryu, who she instantly idolized. Now she trains in hopes of becoming a great fighter, with the eventual goal of one day tracking down and impressing – perhaps even besting – her hero. Sakura gradually developed her own unique fighting style as she did her best to imitate Ryu. She can perform the Hadoken, the Shouoken (an incomplete Shoryuken), and the Shunpukyaku (an arcing version of Ryu's Tatsumaki Senpukyaku).

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
				●		●		



SENTINEL — MARVEL

DEBUT	The X-Men #14(1965)
INFO	"Sentinel" is not the name of one particular robot, but an army of robotic mutant hunters. The Sentinels were developed by Bolivar Trask, a scientist who felt that mutants were becoming a threat to mankind. They do not have their own artificial intelligence, and as a result, they dutifully obey their orders, no matter who gives them. The Sentinels' strong, giant, metal bodies boast incredible power, and are capable of flying and tracking down mutants. Their primary weapons are the special gene-scrambling laser blasts they can fire from both their palms, as well as their fingertips. They can also release knockout gases.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3
	●					●	●	●

SERVBOT

CAPCOM

DEBUT	Mega Man Legends(1997)
INFO	The Servbots are a series of 41 small support robots created by Tron Bonne to do her bidding. No task is too big or small for the Servbots, who have been known to aid in everything from cooking and household chores to construction and even battle. A lone Servbot is rather weak both offensively and defensively, but as a group, they can be quite a handful.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SHE-HULK

MARVEL

DEBUT	Savage She-Hulk #1(1980)
INFO	After being gravely injured, Jennifer Walters received a blood transfusion from Bruce Banner (the Hulk), her cousin, which enabled her to transform into She-Hulk thereafter. When she does, her personality transforms just as dramatically as her body, going from meek and mousy to strong-willed and confident. As She-Hulk, she possesses great strength, durability, endurance, and a healing factor, much like her cousin. Unlike him, however, she almost always retains her full intelligence and personality while transformed.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SHUMA-GORATH

MARVEL

DEBUT	Marvel Premiere #10(1972)
INFO	Shuma-Gorath is the god of another dimension. As he will assume the form of whatever it is that people fear, he has no true form. Having taken a liking to Earth, he has tried to take over the planet many times since the prehistoric age, but has usually been thwarted by a shaman or magic user, such as Doctor Strange. These defeats do not mean he should be taken lightly, however. Shuma-Gorath generates his own mystical power, but also draws energy, mystical or otherwise, from others. He can release destructive blasts and manipulate magical energy on a planetary scale. He is also capable of communicating telepathically and controlling others, even across dimensions.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SILVER SAMURAI

MARVEL

DEBUT	Daredevil #111(1974)
INFO	The son of a Yakuza crime boss, Kenuichio Harada has the mutant power to charge objects with a tachyon energy field. Though an occasional foe of both Wolverine and Daredevil, he has on occasion aided both the X-Men and the Avengers in their efforts. He typically uses his powers on his katana blade, enabling it to slice through almost any substance. He wears a metallic silver suit meant to resemble traditional samurai armor.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SONSON

CAPCOM

DEBUT	Marvel VS Capcom 2(2000)
INFO	SonSon III is a monkey girl and the granddaughter of the original SonSon, the Monkey King. She is on a quest to discover why her village has been struck with a mysterious illness. SonSon is quite agile, and carries a size-changing bo staff. She can also create smaller replicas of herself, transform into a giant ape, and ride on a magical cloud.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SPENCER

CAPCOM

DEBUT	Bionic Commando(1987)
INFO	Once a hero of the war against the Empire, Nathan Spencer was branded a traitor and sentenced to death by his government following the Bionic Purge. However, with the emergence of a new bionic threat, he has answered the call of duty and returned to the battlefield. Spencer has an extendable bionic arm attached to his left shoulder that allows him to grapple and swing around difficult terrain. He is also proficient with handguns, rifles, grenades, and rocket launchers.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SPIDER-MAN

MARVEL

DEBUT	Amazing Fantasy #15(1962)
INFO	While attending a public science exhibit, young Peter Parker was bitten by a radioactive spider; this granted him special abilities, and he became the hero Spider-Man. When his beloved Uncle Ben was killed by a criminal Peter could have apprehended but chose not to, he came to understand that "with great power, comes great responsibility," and swore to live by that creed. Spider-Man can shoot webbing from the web-shooters in his wrists, allowing him to easily apprehend criminals and travel quickly by web-swinging. He can also stick to walls and ceilings with ease, has the proportionate strength of a spider, and his "spider sense" alerts him to nearby danger.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SPIRAL

MARVEL

DEBUT	Longshot #1(1985)
INFO	Once a human named Rita Wayword, Spiral was imprisoned by the interdimensional slaver Mojo, then physically and mentally altered by his chief scientist. These experiments gave Spiral six arms (two of which are robotic) and made her a loyal servant of Mojo. Spiral has also been trained in the art of sorcery, and uses her unique body to perform powerful mystic dances.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

STORM

MARVEL

DEBUT	Giant-Size X-Men #1(1975)
INFO	Though she survived the ordeal, Ororo Munroe's – parents died when a plane crashed into their home. Being buried under the rubble proved to be a traumatic experience that would leave her with severe claustrophobia. Orphaned, she became a street thief in order to get by. She was later recruited by Charles Xavier, and decided to use her mutant powers for good as a member of the X-Men. Storm commands the weather – she can freely manipulate atmospheric temperature, pressure, humidity, etc. She can also shoot lightning and even create hurricanes at will by controlling the surrounding atmosphere.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

STRIDER HIRYU

CAPCOM

DEBUT	Comic Computique(1988)
INFO	Strider Hiryu is a member of the Striders, a secret organization specializing in kidnapping, assassination, demolition, and other shady activities that has existed in the shadows and worked from behind the scenes throughout history. Having obtained A-Class status at a young age, he is the organization's best assassin. Hiryu has trained his body to its utmost physical limits. He also wields the Cypher, a plasma-generating broadsword capable of cutting through anything.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SUPER-SKRULL

MARVEL

DEBUT	Fantastic Four #18(1963)
INFO	Super Skrull – also known as Kl'rt – is a genetically-engineered super soldier created by the Skrulls to defeat the Fantastic Four, who stopped their invasion of Earth. His pride and tendency to look down on others is not unique to him, but a characteristic of the Skrull race in general. Besides the common Skrull ability of shapeshifting, Super Skrull is also capable of hypnotism. He has all the powers of the Fantastic Four, and can utilize them simultaneously.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

TASKMASTER

MARVEL

DEBUT	The Avengers #195(1980)
INFO	Taskmaster learned many techniques by watching videos of heroes in action, using his photographic reflexes to copy their moves and make them his own. Considering himself a businessman, Taskmaster opened a mercenary school for training criminals in the fighting arts. His aforementioned photographic reflexes allow him to watch another person's physical movements and duplicate them without practice, no matter how complex. This ability extends to weapons-based movements as well, which has allowed him to successfully duplicate the use of weapons like Captain America's shield, Hawkeye's bow, and Spider-Man's web-shooters.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

THANOS

MARVEL

DEBUT	Iron Man #55(1973)
INFO	An Eternal from Saturn's moon Titan, Thanos is fascinated with nihilism and death, seeking only to impress his one true love – Mistress Death. The "Mad Titan" has killed millions in his insane quest, and once even succeeded in killing half of all the living beings in the universe. He possesses incredible physical strength and the ability to absorb and project energy. He is seemingly immortal.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

THOR

MARVEL

DEBUT	Journey Into Mystery #83(1962)
INFO	Thor is the son of Odin, ruler of Asgard, the home of the gods. Known as the strongest warrior in Asgard and quite prideful of that fact, Thor reformed his arrogant attitude after being exiled to Earth to spend time living as a human. Currently, he is a member of the Avengers, a team of Earth's mightiest heroes. Trained as a warrior, Thor excels at hand-to-hand combat, sword fighting, and throwing techniques. With his other-worldly stamina and superhuman strength, ordinary attacks have no effect on him. Thor also wields Mjolnir, a virtually unbreakable hammer that allows him to command the powers of lightning, thunder, and rain.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

TRISH

CAPCOM

DEBUT	Devil May Cry(2001)
INFO	Created by a demon in order to lure Dante into a trap, Trish succumbed to her target's charms after working side by side with him, and betrayed the demon world. Now, she serves as Dante's business partner. While excellent at fighting with guns and swords, she also wields lightning-based powers.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

TRON BONNE

CAPCOM

DEBUT	Mega Man Legends(1997)
INFO	The only daughter of the Bonne family of air pirates, Tron is extremely prideful and is a sore loser. However, she can be charmingly awkward in front of someone she has a crush on, and values her family above all else. Tron travels the world in the hopes of getting rich quick, but her misadventures usually only end up adding to her debt. A mechanical engineering genius, Tron excels at building all kinds of robots and machines, and is responsible for creating the cute, diminutive Servbots as well as various large, aerial battleships. She is also a skilled mech pilot, especially when she's at the controls of her green battle tank, the Gustaff.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

VENOM

MARVEL

DEBUT	The Amazing Spider-man #299(1988)
INFO	Venom is a combination of former newspaper reporter Eddie Brock and an alien symbiote that was once merged with Spider-Man. After Spider-Man cost Brock his job and rejected the symbiote, the symbiote merged with Brock to form a new entity intent on destroying the webbed wall-crawler. Venom possesses greatly-enhanced versions of all of Spider-Man's powers. Additionally, Venom can shapeshift his body to form weapons or grow in size, as well as impersonate other people.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

VERGIL

CAPCOM

DEBUT	Devil May Cry 3(2005)
INFO	Vergil is one of the sons of the Legendary Dark Knight Sparda, and Dante's twin brother. Vergil blames himself for not having been able to protect his mother at a young age, and believes that power is everything. Unlike Dante, he has embraced his demonic heritage, and is willing to do whatever it takes to gain absolute power. In addition to his super-human powers, Vergil is also a skilled swordsman. Similar to Dante, his Devil Trigger ability allows him to transform for a limited time and gain access to demonic powers. He carries the weapon "Yamato", a katana he inherited from his father.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

VIEWTIFUL JOE

CAPCOM

DEBUT	Viewtiful Joe(2003)
INFO	Ordinary movie fan Joe was sucked into his favorite film and given a super-powered V-Watch by his hero, Captain Blue. His VFX Powers give him abilities similar to camera effects seen in movies, such as the power to slow down or speed up time. His arsenal includes the Voomerang and Shocking Pink bombs.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

WAR MACHINE

MARVEL

DEBUT	Iron Man #118(1979)
INFO	Stranded behind enemy lines, combat pilot Lieutenant Colonel James Rhodes encountered Iron Man (AKA Tony Stark) shortly after he had used his prototype suit of armor to escape from a prison camp. The two would become fast friends, and after returning to America, Stark made Rhodes his personal pilot. After a brief stint filling in for him in the Iron Man suit, Stark built Rhodes his own suit of armor, nicknaming it "War Machine". The War Machine suit has flight abilities, strength, and protective armor that are all comparable to the Iron Man suit, but features heavier-duty weaponry such as shoulder-mounted mini-guns and missile batteries.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

WESKER

CAPCOM

DEBUT	Resident Evil(1996)
INFO	A very calculating and dangerous individual, Albert Wesker will do anything to further his own goals. Having perfected the Uroboros virus, he plans to infect humanity with it on a global scale, sparing only the "chosen ones" – such as himself – to create a new world. After infecting himself with a prototype virus, Wesker gained several super-human abilities, such as being able to dodge bullets.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

WOLVERINE

MARVEL

DEBUT	The Incredible Hulk #180(1974)
INFO	Beneath the mutant Wolverine's gruff and crude exterior lies a noble spirit who genuinely values his comrades. However, he is absolutely merciless when fighting his enemies, and will employ any measures he deems necessary to defeat them, no matter how extreme. Wolverine, also known as Logan, specializes in close-quarters combat, dishing out all manner of lethal attacks with his virtually indestructible, adamantium-coated claws. His claws are actually part of his entire skeleton, which is also coated in adamantium. This, combined with his healing factor – which allows his body to self-repair any injuries it sustains – makes him an incredibly tough opponent to defeat.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

X-23

MARVEL

DEBUT	X-Men: Evolution Animated Series, Season 3(2003)
INFO	Cloned from a damaged Wolverine gene sample, X-23 (legal name Laura Kinney) was created for one reason: to be the perfect killing machine. For years, she proved herself a notable assassin, though a series of tragedies eventually led her to Wolverine and the X-Men, with whom she now seeks to turn her life around. Due to her extensive training as a top-secret operative, X-23 is a master of multiple forms of martial arts, and an expert in assassination techniques. She is equipped with two claws in each hand and one in each foot, all of which are made from virtually indestructible adamantium – and all of which she uses to viciously cut her enemies down.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ZANGIEF

CAPCOM

DEBUT	Street Fighter II(1991)
INFO	Nicknamed the "Red Cyclone", Zangief is a patriotic Russian wrestler who loves his homeland. He's incredibly strong, and is in fact so tough he can often be found wrestling bears. His fighting style is a mix of Russian and American wrestling.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

ZERO	CAPCOM
DEBUT	Mega Man X(1993)
INFO	Ever since he was found in a cave by Sigma, Zero has worked tirelessly as a Maverick Hunter. Beneath his cool, aloof exterior lies an extreme intolerance for evil; once he gets into a fight with a Maverick, he won't rest until his enemy has been mercilessly cut down. He shares a close friendship and friendly rivalry with X of the Maverick Hunters' 17th Elite Unit. Zero is able to learn the abilities of the enemies he defeats and add them to his existing arsenal, making him even stronger than before. His primary weapons are the Z-Saber, an energy sword, and his Z-Buster arm cannon.

PLAYABLE IN	X:COTA	MSH	XvSF	MvSF	MvC	MvC2	MvC3	UMvC3

SUMMONABLE CHARACTERS:

MARVEL VS CAPCOM:
- Colossus
- Cyclops
- Iceman
- Jubilee
- Juggernaut
- Magneto
- Psylocke
- Rogue
- Sentinel
- Storm
- Thor
- U.S. Agent

JUBILEE

DEVILOT

LOU

MICHELLE HEART

PURE & FUR

- Anita (Darkstalkers)
- Arthur (Ghosts'n Goblins)
- Devilot (Cyberbots: Full Metal Madness)
- Lou (Three Wonders)
- Michelle Heart (Legendary Wings)
- Pure & Fur (Capcom World 2)
- Saki Omokane (Quiz Nanairo Dreams)
- Shadow (Marvel Super Heroes vs. Street Fighter)
- Ton Pooh (Strider)
- Unknown Soldier (Forgotten Worlds)

SAKI OMOKANE

SHADOW

TON POOH

UNKNOWN SOLDIER

SECRET & SPECIAL PLAYABLE CHARACTERS:

X-MEN: CHILDREN OF THE ATOM
- Akuma (Secret)

MARVEL SUPER HEROES
- Anita (Secret)

MARVEL SUPER HEROES VS STREET FIGHTER
- Apocalypse (Unlockable boss)
- Armored Spider-man (Spider-man pallete swap)
- Cyber Akuma (Unlockable boss)
- Mech-Zangief (Zangief pallete swap)
- Mephisto (Blackheart pallete swap)
- Norimaro (Japan Exclusive character)
- Shadow (Secret, Charlie pallete swap)
- Sunburned Sakura (Sakura pallete swap)
- US. Agent (Captain America pallete swap)

MARVEL VS CAPCOM
- Hyper Venom (Venom pallete swap)
- Lilith (Morrigan pallete swap)
- Mega War Machine (War Machine pallete swap)
- Orange Hulk (Hulk pallete swap)
- Shadow Lady (Chun-li pallete swap)

MARVEL VS CAPCOM 2
- Abyss (Unlockable boss)
- Bone Claw Wolverine (Alternate selectable character)

ULTIMATE MARVEL VS CAPCOM 3
- Galactus (Unlockable boss)

BONE CLAW WOLVERINE

ABYSS

CYBER AKUMA

■ ULTIMATE MARVEL VS. CAPCOM 3 - *ABILITY CARDS*

ABOMINATION
Tales to Astonish #90 (1967)

ANTI-VENOM
Amazing Spider-Man #569 (2008)

BEAST
The X-Men #1 (1963)

BLACK PANTHER
Fantastic Four #52 (1966)

BLACK WIDOW
Tales Suspence #52 (1964)

BLADE
Tomb of Dracula #10 (1973)

BULLSEYE
Daredevil #131 (1976)

CLEA
Strange Tales #126 (1964)

COLOSSUS
Giant-Size X-Men #1 (1975)

CYCLOPS
The X-Men #1 (1963)

DAKEN
Wolverine Origins #5 (2006)

DAREDEVIL
Daredevil #1 (1964)

DAZZLER
Uncanny X-men #130 (!980)

DESTROYER
Journey into Mystery #118 (1965)

DOCTOR OCTOPUS
Amazing Spider-Man #3 (1963)

ELEKTRA
Daredevil #168 (1981)

ENCHANTRESS
Journey into Mystery #103 (1964)

FANTASTIC FOUR
Fantastic Four #1 (1961)

FIN FANG FOOM
Strange Tales #89 (1961)

GREEN GOBLIN
Amazing Spider-Man #14 (1964)

HOWARD THE DUCK
Adventure Into Fear #19 (1973)

HULKBUSTER ARMOR
Iron Man #304 (1994)

ICEMAN
The X-Men #1 (1963)

JUGGERNAUT
The X-Men #12 (1965)

KINGPIN
Amazing Spider-Man #50 (1967)

LOKI
Venus #6 (1949)

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AKIRA KAZAMA
Rival Schools
(1998)

ANAKARIS
Darkstalkers
(1994)

ASTAROTH
Ghosts 'n Goblins
(1985)

BATSU ICHIMONJI
Rival Schools
(1998)

BISHAMON
Darkstalkers
(1994)

BLODIA
Armored Warriors
(1994)

CAPTAIN BLUE
Viewtiful Joe
(2003)

CAPTAIN COMMANDO TEAM
Captain Commando
(1998)

CHUCK GREENE
Dead Rising 2
(2010)

CLAIRE REDFIELD
Resident Evil 2
(1998)

CYBER BLUE
Battle Circuit
(1997)

DEMITRI MAXIMOFF
Darkstalkers
(1994)

DEVILOT
Cyberbots
(1995)

DR. WILY
Mega Man
(1987)

EDWARD FOKKER
Power Stone
(1999)

FELYNES
Monster Hunter
(2004)

FOU-LU
Breath of Fire IV
(2000)

FRANZISKA VON KARMA
Justice For All
(2006)

GENE
God Hand
(2006)

GODOT
Trials & Tribulations
(2007)

GRANDMASTER
Strider
(1989)

HAYATO
Star Gladiator
(1996)

HIDEO SHIMAZU
Rival Schools
(1998)

HUNK
Resident Evil 2
(1998)

JIN SAOTOME
Cyberbots
(1995)

JUNE
Star Gladiator
(1996)

LUKE CAGE
Luke Care: Hero for Hire #1 (1972)

MAESTRO
Future Imperfect #1 (1992)

MANDARIN
Tales of Suspense #50 (1964)

MEPHISTO
Silver Surfer #3 (1968)

MS. MARVEL
Marvel Super-Heroes #13 (1968)

MULTIPLE MAN
Giant Size Fantastic Four #4 (1975)

MYSTIQUE
Ms. Marvel #16 (1978)

NICK FURY
Sgt. Fury and his Howling Commandos #1 (1963)

NIGHTCRAWLER
Giant-Size X-Men #1 (1975)

PROFESSOR X
The X-Men #1 (1963)

PUNISHER
Amazing Spider-Man #129 (1974)

RED HULK
Hulk #1 (2008)

RED SKULL
Captain America Comics #7 (1941)

ROGUE
Avengers Annual #10 (1981)

SABRETOOTH
Iron Fist #14 (1977)

SCARLET WITCH
The X-men #4 (1964)

SERPENT
Fear Itself #1 (2011)

SILVER SAMURAI
Daredevil #111 (1974)

SILVER SURFER
Fantastic Four #48 (1966)

SPIDER-HAM
Marvel Tails (1983)

THANOS
Iron Man #55 (1973)

THE WATCHER
Fantastic Four #13 (1963)

ULIK
Thor #137 (1967)

ULTRON
Avengers #54 (1968)

WASP
Tales to Astonish #44 (1963)

WINTER SOLDIER
Captain America Comics #1 (1941)

KAIJIN NO SOKI
Onimusha: Dawn of Dreams (2006)

KENJI
Red Earth
(1996)

KYOSUKE KAGAMI
Rival Schools
(1998)

LADY
Devil May Cry 3
(2005)

LEON S. KENNEDY
Resident Evil 2
(1998)

LICKER
Resident Evil 2
(1998)

LILITH
Darkstalkers 3
(1998)

LIN
Breath of Fire:
Dragon Quarter
(2003)

LORD RAPTOR
Darkstalkers
(1994)

MEGA MAN
Mega Man
(1987)

MILES EDGEWORTH
Ace Attorney
(2005)

MISSILE
Ghost Trick
(2011)

MYRIA
Breath of Fire
(1993)

NINA
Breath of Fire
(1993)

PRINCESS
Ghosts 'n Goblins
(1985)

RATHALOS
Monster Hunter
(2004)

RATHIAN
Monster Hunter
(2004)

ROLL
Mega Man
(1987)

RYU
Breath of Fire
(1993)

SAKURA
Okami
(2006)

SASQUATCH
Darkstalkers
(1994)

SERVBOT
Mega Man Legends
(1997)

SISSEL
Ghost Trick
(2011)

STEVEN CHAPMAN
Dead Rising
(2006)

VILE
Mega Man X
(1993)

X
Mega Man X
(1993)

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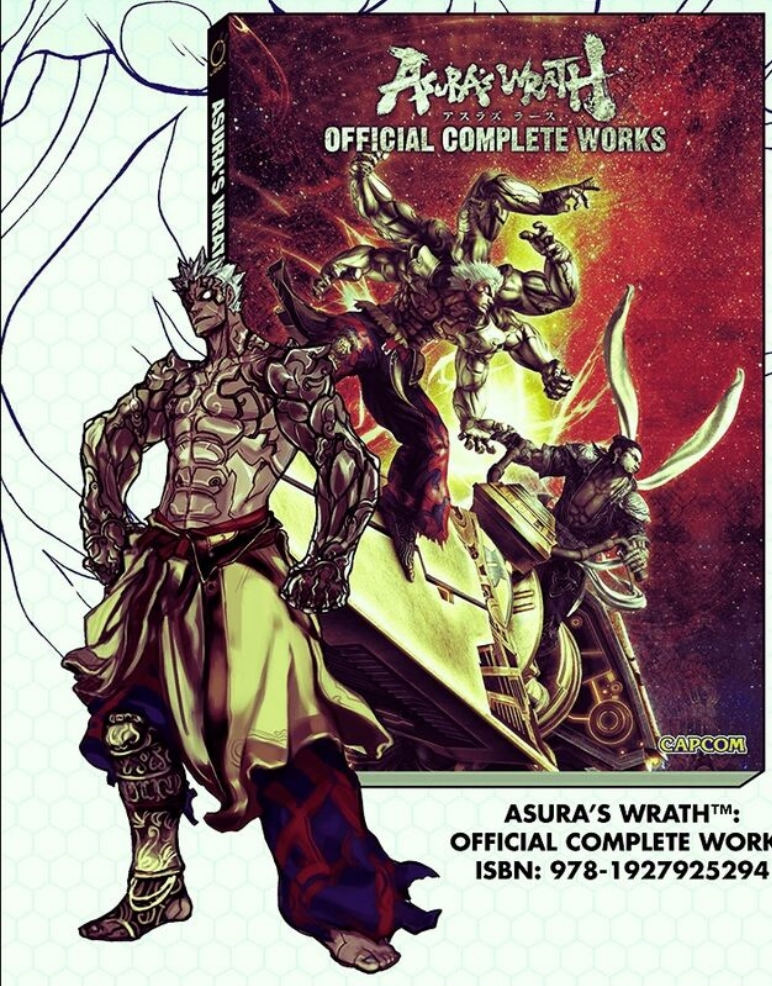

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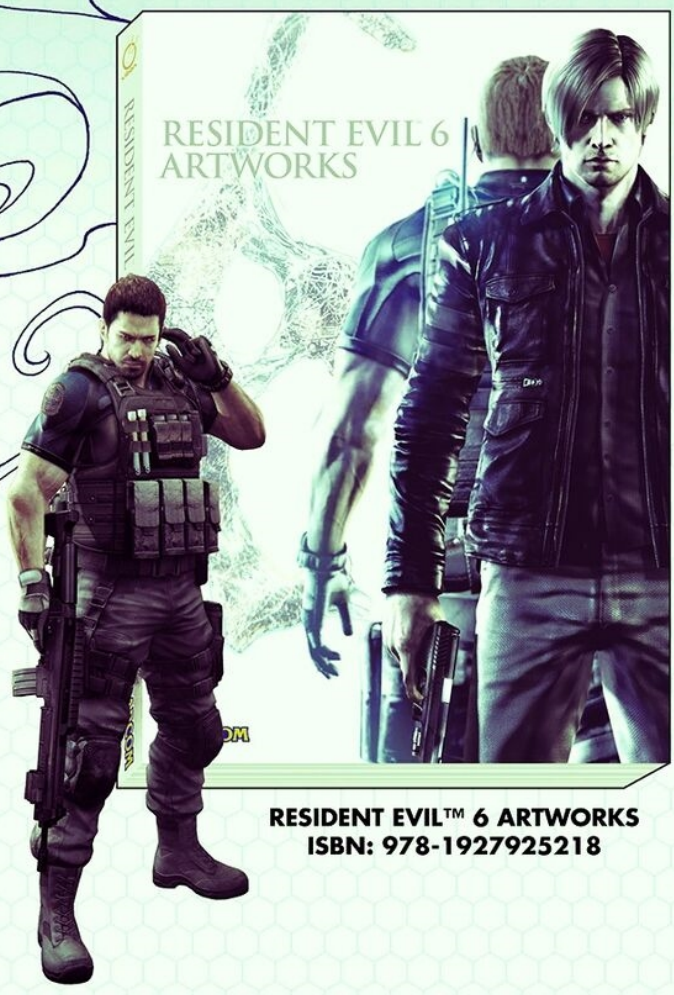

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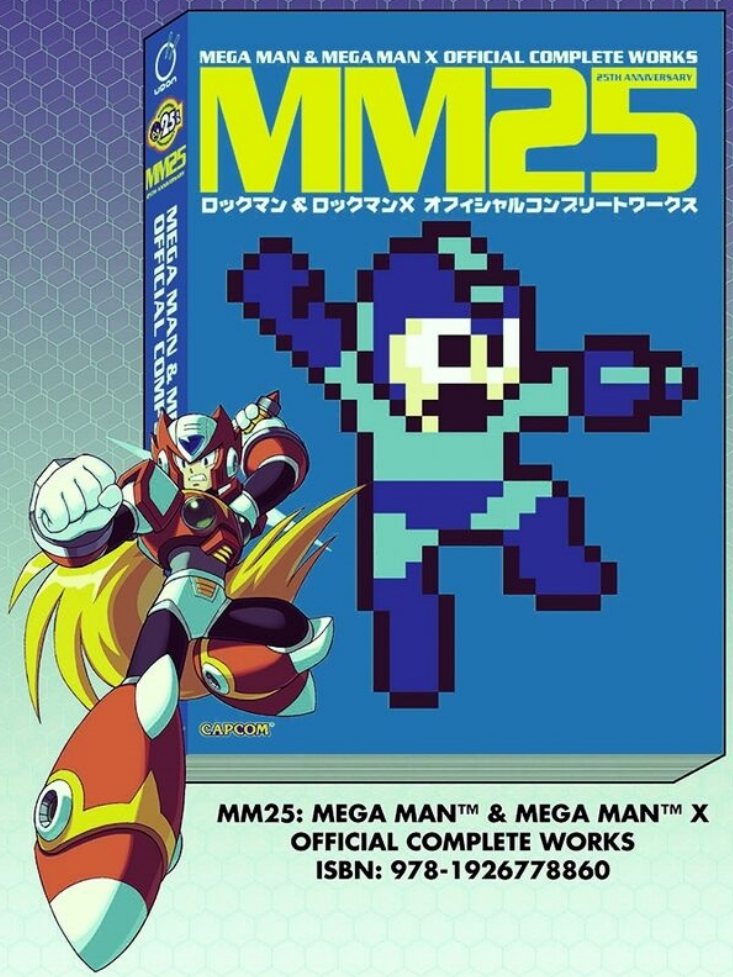

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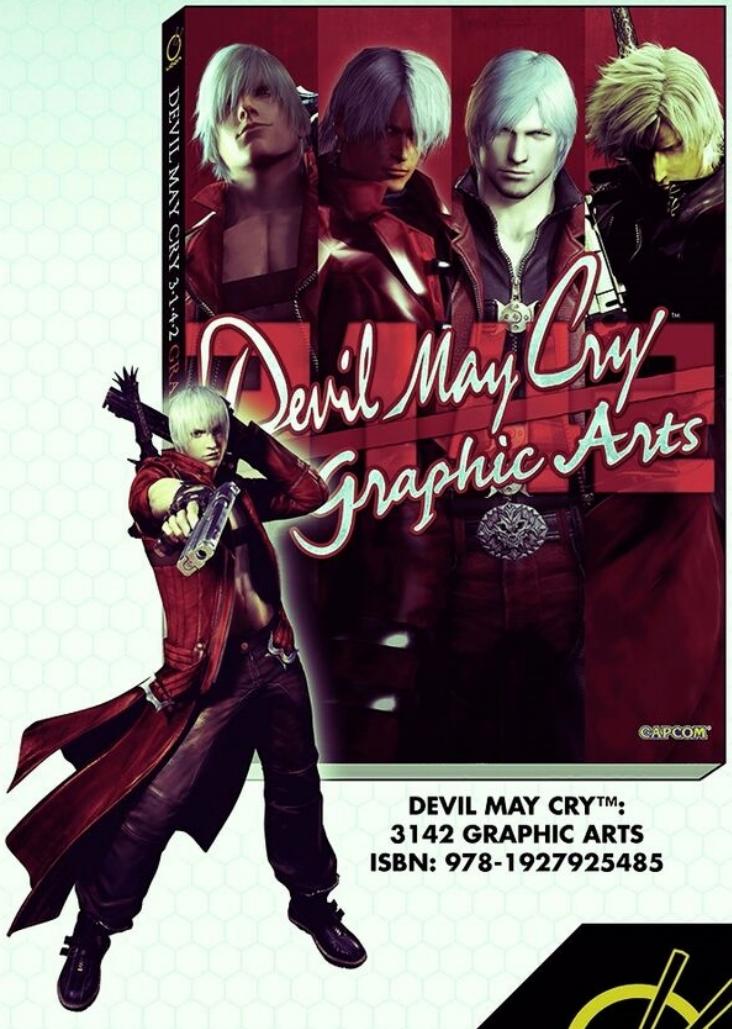

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